

Ioannis Karasavvaidis

Principal Engineer · Software Architect · Tech Lead

Belfast, Northern Ireland, United Kingdom · Open to UK & remote roles · No relocation

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Profile

Principal Engineer, Software Architect and Tech Lead with 22+ years building enterprise SaaS end to end: backend, frontend, data, cloud, and security. Spent eight years at Puppet (now Perforce) as a repeat founding and lead engineer across three products: Puppet Comply (founding engineer, 2020), the Puppet Installation Manager (creator and lead of a guided Go TUI, 2022 to 2024), and Puppet CloudOps, a multi-cloud FinOps platform (end-to-end owner, 2024 to 2026). Recent focus is AI-native engineering at team scale, authoring Model Context Protocol (MCP) servers and an agent-driven SDLC adopted across the engineering organisation. In parallel runs Studio110, independent product engineering, including a Greek e-commerce platform in continuous production for 15+ years and an active ground-up commerce rebuild.

Selected Highlights

- **Three products from POC to GA-ready, Kubernetes-deployed SaaS at Puppet:** founding engineer on Puppet Comply (2020 to 2022), creator and lead of the Puppet Installation Manager (2022 to 2024), end-to-end owner of Puppet CloudOps (2024 to 2026).
 - **Conceived and led the Puppet Installation Manager (PIM),** a guided Go terminal UI that turned an expert-only, dozens-of-steps Puppet Enterprise install into a repeatable few-minute flow, with high availability and disaster recovery built in. Led a team of five.
 - **Grew and tech-led the engineering organisation:** input on hiring, mentored promotions from graduate through Principal, recognised cross-team interviewer across the Belfast product organisation.
 - **End-to-end owner of a multi-cloud FinOps platform** (Puppet CloudOps): FOCUS-normalised cloud billing, spend analytics and optimisation recommendations delivered as reviewable Terraform pull requests through GitOps.
 - **AI-native SDLC in production:** 55 tickets to staging in 24 hours on a freelance project via a ~99% agentic workflow; 1,300+ agent runs tracked on a delivery dashboard.
 - **Shipped a commercial SaaS solo (Pullminder):** an AI PR-verification platform with risk scoring, policy enforcement, merge gates and Claude-written reviewer briefs, running in production across a GitHub App, CLI, CI Action and dashboard.
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Core Skills

Languages: Go (Golang), TypeScript, JavaScript, Python, Ruby, PHP, SQL, Bash

Frontend: React, TanStack Start / Router / Query, Apollo Client, Tailwind CSS, Vite, Webpack, SCSS

Terminal UI: Go TUIs with Bubble Tea / Charm

Backend & APIs: Go microservices, GraphQL (Apollo Federation, gqlgen), REST, gRPC, WebSockets, event-driven architecture, service-to-service auth (S2S tokens), idempotency

Data & Streaming: ClickHouse (OLAP, materialised views, pre-aggregation, ReplacingMergeTree / FINAL, cross-region replication), PostgreSQL (GORM), Redis / ValKey (cache + reactive state), Apache Kafka (consumers, DLQ, backpressure, consumer-lag autoscaling), AWS SQS, Meilisearch

Cloud & Infrastructure: AWS, GCP, Azure, OCI, IBM Cloud · Kubernetes, KEDA, Docker, Docker Swarm, Helm, Terraform, ArgoCD (GitOps), GitLab CI, GitHub Actions

Orchestration & Config Mgmt: Puppet Enterprise, PEADM, Bolt

Observability: Prometheus, Grafana, OpenTelemetry, Alertmanager, ELK Stack, OpenSearch

AI / Agentic Engineering: Claude Code, Model Context Protocol (MCP) server authoring, agentic SDLC, project-specific Claude skills, agent-driven code review, AI-augmented onboarding

Architecture: Multi-tenant SaaS, multi-cloud, FinOps, FOCUS specification, GitOps, event-driven architecture, RBAC, OIDC / OAuth2

Leadership: Technical direction across multi-service products, architecture and design authorship, hiring through Principal, mentorship, cross-team interviewing, agile / feature-team leadership

Experience

Puppet (acquired by Perforce, 2022) · Belfast, UK · Oct 2017 – May 2026

Principal Software Engineer II / Tech Lead · Perforce · Aug 2022 – May 2026

Principal Software Engineer / Tech Lead · Puppet · Apr 2021 – Aug 2022

Senior Software Engineer / UI Tech Lead · Puppet · Jan 2020 – Apr 2021

Senior Software Engineer · Puppet · Oct 2017 – Dec 2019

- **Puppet CloudOps** (2024 – 2026), end-to-end owner. Multi-cloud FinOps platform: normalises cloud billing across the major hyperscalers via the FOCUS specification, surfaces spend analytics and optimisation recommendations, and auto-generates Terraform pull requests so customers apply savings through their normal GitOps review. Built with Go, ClickHouse, a GraphQL platform and a React + TanStack UI on Kubernetes.
- **Puppet Installation Manager (PIM)** (2022 – 2024), creator and lead of a team of five. Conceived and built a guided Go terminal UI (Bubble Tea / Charm) that walks a customer through a supported Puppet Enterprise install and runs it, or takes a JSON file for unattended, repeatable automation. Drives PEADM (the open-source Bolt orchestration module) for idempotent install, upgrade, convert, expand and recover across every supported topology, with disaster recovery via a primary-server replica. Established the single supported install and upgrade path for PE, replacing ad-hoc per-customer scripting and cutting broken installs, drift and support load.
- **Owned the team's AI-native SDLC.** Implemented the full pipeline (ticket → low-level design → epic / spec → plan → review → PR → code review → CI → merge → follow-up). Authored the project `CLAUDE.md`, set up project-specific Claude skills, and built custom MCP servers integrating developer tooling. Ran hands-on enablement and training as the team grew.
- **Earlier in the arc: Puppet Comply** (2020 – 2022), founding engineer. Took the compliance SaaS from POC to GA-ready Kubernetes deployment; established the deployment platform, CI/CD and full-stack testing infrastructure. As UI Tech Lead, built the TypeScript + React component library, state-management and API patterns, frontend CI/CD, error tracking and FE coding standards. Earlier still: frontend lead on Puppet Discovery / Remediate (Docker Swarm), driving UI tech decisions and mentoring engineers across the product.

Studio110 – Founder & Principal Engineer (self-employed, in parallel)

February 2009 – Present · Belfast / Thessaloniki · Remote

- **efantasy.gr**, founding engineer and 15+ year maintainer: a Greek e-commerce platform with 50,000+ SKUs across 37 categories, shipping to 70 countries. Designed the high-availability cluster from scratch and the ERP-to-storefront integration bridge (ERP as source of truth, real-time sync to multiple storefronts); continuous feature and bug-fix delivery for 15+ years in production.
- **Trakter** (2025 – present), end-to-end owner of a ground-up rebuild of a live PHP storefront: a substantial Go API (~95K LOC) for catalogue, cart, checkout and orders, a server-rendered TanStack Start storefront and a Vite + React admin, both consuming a generated, fully-typed API client. ERP-synced via a bridge I built from scratch, PostgreSQL + ValKey + Meilisearch, in a Turborepo with two-stage OpenAPI codegen, deployed on Docker Swarm. In customer review alongside the live original.
- **pullminder.com** (2025 – present), founder and engineer of an autonomous verification layer for AI-assisted pull requests. It scores every PR for risk, enforces policy with automatic merge gates, and generates a Claude-written reviewer brief, delivered through a GitHub App, a CLI, a CI Action and a React dashboard, and extensible with composable rule packs, private registries and premium compliance packs. Built solo from an empty repo to a live product with paying tiers. Go, React, PostgreSQL, Redis.
- **AI-native SDLC.** Built an agentic delivery pipeline (ticket to merged PR) with custom MCP servers and a run-tracking dashboard; 1,300+ agent runs captured across projects.
- **Cross-domain delivery** across e-commerce, payment gateways, ERP integration, custom CMS, streaming media (web radio, web TV, mobile broadcasting), VPS / cloud infrastructure, and LAN / WAN network security. Built and supported distributed dev teams: interviewing, mentoring, code review, engineering standards.

Earlier Roles

- **IBM, Frontend Developer** · Belfast · Jan – Oct 2017. Architected and maintained QRadar security applications. Designed CI/CD with GitLab CI, automated dev-environment setup via Docker and Bash. Delivered secrets encryption, modular proxy systems and application isolation; built unit / E2E / automated validation testing infrastructure and contributed to shared frontend standards across QRadar.
 - **RepKnight, Frontend Engineer** · Belfast · Jun 2016 – Jan 2017. Led modernisation of a legacy PHP application into a real-time React platform. Designed real-time data-visualisation dashboards with WebSocket communication and a custom Node.js bidirectional bridge server; managed the end-to-end migration while maintaining system availability.
 - **Earlier (2000 – 2016, Greece + Belfast):** ARRIS / Pace plc (set-top-box UI on resource-constrained devices, performance optimisation, hardware-team collaboration), UpMate Business & Internet Solutions (architected the Easy Admin CMS and Dynamic Action Suite flagship PHP CMS; initial build of efantasy.gr; ERP integrations, RBAC, multi-store management), Radiothessaloniki / Eroticos FM (full-stack web, DB systems, mail / AD / SQL / gateway server operations), and Net Fans Internet Station (server infrastructure, gaming server environments, dynamic web apps).
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Open Source & Public Work

- `codex-mcp-server`, a Model Context Protocol (MCP) server that exposes the OpenAI Codex CLI to any AI client (e.g. Claude Code), enabling agent-to-agent collaboration.
 - `second-brain-mcp`, a personal knowledge MCP server, plus custom MCP servers integrating developer tooling.
 - **GraphQLens**, a browser extension to mock GraphQL queries for frontend-without-backend development. **GitHub Conventional Comments**, a browser extension for PR reviewers (conventional-comments format).
 - **Neovim plugins and GitHub Actions**, authored and contributed across multiple projects. Personal sites: greekdev.io, netfans.gr, strongpasswordmeter.com.
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Education & Languages

IEK DELTA Thessaloniki, Diploma, Telematics Engineer · 2001 – 2003 · **Languages:** Greek (native / bilingual), English (full professional)