GRAHAM BARADOY

grahambaradoy.com   graham@baradoy.ca
github.com/baradoy   250-216-7112

Writing software is a craft, I aim to be a master craftsman. My goal is to have the work I do have a positive influence on people's lives. I am a strategic thinker who balanced the immediate objectives with the long term payoffs of building a quality product.

EXPERIENCE

Director of Development Lightrail, Giftbit Inc.   August 2016 – Present

As a member of the Senior Management Team, I am involved in the planning and execution of our business strategy. I maintained an ongoing dialog with other senior leaders, giving them insight into Lightrail development, and other technology research findings.

- Lightrail product consists of several Grails services on AWS ECS, with AWS Lambda nano services consuming Kinesis Streams. Effective logging, alarming, monitoring and secure authorization and authentication exist across all parts of the system. A React/Redux app sits on top of the Api powering the front end.
- Headed architecture and development for new product, lead dev teams in launching the product within a year. Negotiated technical cost to meet business needs.
- Principal contributor, implemented and maintained the core transaction functionality. Developed Lambda services including load testing and Kinesis stream event processoring.
- Allocated team time effectively, promoted work/life balance while ensuring business needs were met, including during overtime pushes.

Engineering Team Lead Rewards, Giftbit Inc.   October 2012 – August 2016

- Built startup's first product as part of initial two developer team. Performed well under high pressure and tight deadlines.
- Developer across the full stack from front end to datastore. Stack included Coffeescript, Grails and MySql.
- Responsible for cloud based infrastructure and devops.
- Lead a fullstack team, up to 4 developers at a time. Hired, trained and mentored coops.
- Participated in TechStars startup program in Seattle 2015.

Lead Designer, Developer Binary Rebellion   September 2009 - December 2012

- Worked with a small team to build a iOS game in the early days of iOS
- One of two principal contributors to the code base including developing the game engine in C for iOS
- Lead the design of game mechanics for Ninja Dino Showdown

Project Coordinator Science Alberta Foundation   October 2011 April 2012

- Managed several small educational digital projects
- Led user acceptance testing in participating schools
- Organized and maintained SAFs digital assets catalog
- Assisted in maintenance and deployments of physical kiosks

DB2 Performance Benchmarking, Co-op Student IBM Canada   May 2008 - August 2009

- DB2 Performance Benchmarking, Co-op Student
- Developed and supported performance benchmark kit for DB2
- Performance and design validation on IBMs Balanced Warehouse
- Diagnosed performance issues on Linux and AIX systems

EDUCATION

Master of Science University of Calgary   July 2010 - April 2012

- Thesis: A Physiological Feedback Controlled Exercise Video Game

Bachelor of Science with Honours in Computer Science   September 2004 - April 2010

- Graduated with First Class Honours
- 16 month internship at IBM

Awards

- Queen Elizabeth II Graduate Scholarship 2010, 2011
- NSERC Undergraduate Student Research Award 2006, 2007, 2008

Research Assistant Experience

- Virtual Reality Research Lab, University of Calgary February 2010 December 2012
- Web Data Management Lab, University of Calgary February 2007 - May 2008
- Virtual Reality Research Lab, University of Calgary May 2006 - September 2006

OTHER EXPERIENCE

Founder, Organizer Whisky Oriented Development   January 2014 - Current

- Organize networking events for developers in the form of whisky tastings

Bounty Snake Contributor Battle Snake   2016, 2017

- Contributed to the community event BattleSnake. Developed a Bounty Snake for contestants to compete against