

# Cameron Badman

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## Professional Experience

### Software Engineer, Gumnut.dev

Sep 2025–Feb 2026

- Developed advanced Zustand and Node.js integrations for real-time collaborative state management
- Implemented Go data structures and sub-millisecond optimisations for text processing and editing pipelines
- Researched and applied garbage collection strategies in distributed computing environments
- Built presence cursor system enabling real-time multi-user awareness across collaborative sessions
- *Technologies: Go, Node.js, TypeScript, Zustand, WebSockets, Data Structures*

### Software Engineer, Base

Dec 2024–Sep 2025

- Implemented Github CI/CD pipelines to streamline development and deployment processes
- Managed a small group of international developers across multiple time zones
- Performed significant refactors to modularise code, enabling easy switching between monolithic and services-based architecture
- Migrated from Node PayPal SDK v0.8 to 1.1.0, improving payment processing reliability
- *Technologies: PostgreSQL, Node.js, React Native*

### DevOps Engineer, Cyberloop (Oil tech)

Jan 2023–Feb 2024

- Implemented CI/CD pipelines in bitbucket that reduced manual testing time by 75%
- Refactored Cypress tests and wrote majority of tests for multiple complex SaaS products
- Reduced migration costs by 20% by creating bash script to compress unstructured data on Firebase
- Developed GenAI-powered tool that assigns labels for difficulty and time automatically
- Maintained and deployed Docker containers using Portainer and Helm on Google Cloud Engine
- *Technologies: GCP, Docker, BitBucket pipelines, Jest, playwright*

### CSSE6400 Tutor, University of Queensland

Feb 2026–Present

- Teaching cloud engineering concepts including Terraform, AWS, and Docker to undergraduate students
- Write assessment solutions and testing suites for course assignments

### Python Tutor, Junior Engineers

Jun 2021–Present

- Rewrote programming classes for children and teens, making complex coding concepts easier to understand
- Led advanced classes for 8-16 year olds, teaching Python OOP, Scratch, Arduino, Minitendo

## Education

### University of Queensland – Bachelors of Computer Science/Commerce

2021–Present **Projects - All projects available on [GitHub](#)**

#### AgriMarket Live: platform for buying and selling produce with real-time market features [\[GitHub\]](#)

- Deployed Go-based microservices on AWS ECS with containerized Docker architecture
- Created React Vite frontend with backend integration
- Managed infrastructure with Terraform, utilizing AWS Cognito for authentication and S3 for file storage
- Implemented real-time price updates and market analytics dashboard for agricultural commodities
- *Technologies: Go, React, Docker, AWS ECS, Cognito, S3, Terraform*

#### Gleam DynamoDB Client: first gleam DynamoDB client [\[GitHub\]](#)

- Implemented and interfaced with the low-level AWS API integrations and documentation
- Designed type-safe monadic recursive dynamo json framework
- Learnt the gleam language in spite of documentation and l10n support being non-existent
- Integrated AWS signature authentication and secure communication protocols
- *Technologies: Gleam, AWS DynamoDB, AWS SDK, Functional Programming*

#### Collaborative Drawing WebApp: Real-time collaborative drawing application [\[GitHub\]](#)

- Developed custom HTML canvas drawing system with real-time synchronization
- Built Go microservices with goroutines and WebSocket connections for real-time collaboration
- Deployed on AWS using containerized architecture with Kubernetes orchestration
- Implemented conflict resolution algorithms for concurrent drawing operations
- *Technologies: Go, JavaScript, Docker, Kubernetes, AWS, WebSockets*

## Open-Source Contributions

### goproxy: Go HTTP proxy library forked by Stripe, Minikube, and Grafana [\[GitHub\]](#)

- Developed HTTP Archive (HAR) middleware with Prometheus/Grafana integration using goroutines
- Modernizing project's testing infrastructure, transitioning to modern testing practices using testify

## Technologies and Skills

**Languages:** Go, Java, Python, TypeScript, Bash, SQL, Gleam, C, C++

**Web Technologies:** React, Vue.js, ASP.NET, HTML, CSS

**Cloud & DevOps:** AWS, Docker, Kubernetes, Terraform, Nix, GCP

**Databases:** PostgreSQL, SQLite, Redis, Cassandra, DynamoDB, Valkyrie

**Tools:** Git, GitHub, Playwright, CI/CD, Kafka, Atlassian

**Operating Systems:** Windows, Mac, Linux, Arch-Linux, NixOS, Ubuntu