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software engineer

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+ summary

Software Engineer and Backend Developer with a emphasis on lean, efficient code

+ projects

ElectroBullet

A SMS desktop application utilizing the PushBullet service:

- HTML5/CSS/JavaScript,
- Electron, Node.js,
- Promise chains, Websocket,
- Resourceful error handling, Binary encoding, OAuth2,
- Recursive user data destruction,
- Cross environment application storage, packaging and distribution,
- No non-native dependencies were used,

Snatch (Golang)

A Go executable that consumes the Spotify API with a single command:

- Concurrent routines and channels,
- Local server receiving OAuth2 API token,
- Error handling in parsing JSONs of varying and unpredictable data types,
- Cross platform compilation, distribution, notifications and data persistence,
- No non-native dependencies were used,

Snatch (Rails)

Snatch was originally a web-app performing the same function:

- Ruby on Rails, Heroku
- Reimplemented using a custom framework, SQL ORM and API, hosted on Raspberry Pi,

DevOps

Wrote a hosted a personal website:

- Initially hosted onsite, Raspberry Pi,
- Migrated to AWS with HTTP/2, TLS 1.2,
- S3, Route 53, CloudFront, IAM,
- Analytics, Versioning, Invalidations, Server Side Encryption,

+ education

Bloc.io

Software Engineering 2017

University of Bristol

Bsc Computational Chemistry
2010

+ relevant experience

Upwork

Remote

Software Engineer

Freelance software engineering

Just-Tech

New York

Technical Assistant

A small tech service provider where I worked on all facets of researching, implementing, debugging and maintaining tech services for legal non-profits, not least NYLAG.

+ skills

HTML5, CSS, JAVASCRIPT, NODE.JS, ELECTRON, RUBY, RAILS, SQL, GO, DEVOPS, AWS, OAUTH, REST API DESIGN AND CONSUMPTION, GIT, BASH

