Aaron Oman
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B.Sc. in Computer Science @ University of Calgary, concentration in Computer Game Design

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Commit
August 2020 - Present

Commit matches developers with startups and produces open source software. Their main open source contributions are the Zero framework and several terraform modules built for Zero.
AWS, Docker, Go, Kubernetes, NodeJS, Terraform

Staff Engineer (Backend)
Build backend services and infrastructure in an open source framework focused on "cloud scale" for startups called "Zero".
Build the CI/CD pipeline for the internal matchmaking web application.

This was an opportunity to work in Go as a primary development language and to learn Kubernetes and Terraform.

Mogo
July 2019 - August 2020

Mogo is a fintech company providing an all-in-one web solution for onboarding customers, ingesting applications, doing product qualification and connecting with third party lenders for loan origination.
AWS, Docker, Go, MySQL, RabbitMQ, Ruby

Senior Software Developer (Backend)
Build product features, drive technology, support production issues.

I returned to this role so I could deliver solutions for production issues and to resolve communication barriers slowing product development.

Lendesk
Aug 2017 - June 2019

Lendesk is a fintech company building web software to connect mortgage brokers with lenders. They are fully SOC2 compliant. Their software specializes in data intake and lender connections.
AWS, Go, NodeJS, PostgreSQL, Ruby on Rails

Senior Software Developer (Backend)
Build product features, integrate with third party services, incrementally improve legacy technology, improve developer workflows.

I chose this position because I understood the product's value and for opportunities in leadership and architecture improvements.

Technical Team Lead (+ Backend)
Ensure consistent delivery of product, manage the health of the team, drive technology where possible, conduct 1-on-1s, performance reviews.

I opted into this role to improve my team's consistency for delivering quality features. This specific role lasted for 10 months, from April 2019 through January 2019.

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Mogo   Oct 2014 - Jul 2017

AWS, Docker, Go, MySQL, RabbitMQ, Ruby

Senior Software Developer (Backend)
I had a significant role in designing and building the distributed systems architecture; built and maintained most of the custom development and deployment tools, and delivered a large part of the product features and business logic.

I chose this role because of a good product pitch and a desire to enter the financial industry and learn about transactions and loan products.

- Designed RabbitMQ routing
- Built microservice framework
- Built microservice maintenance and deployment tool
- Built several microservices
- Wrote automated test suite

Unbounce   Mar 2011 - Oct 2014

Unbounce provides a SaaS product for lead generation and A/B testing of landing pages.
Apache, AWS, CSS, Java, Javascript, MySQL, Ruby on Rails

Software Developer
Build product features, integrate with third party services, build and support the public API, build developer workflow tools, and support the production system.

This was an opportunity to learn the Ruby programming language which I had been exposed to through proprietary tooling at EA.

- Public API development, documentation and support
- Developer workflow tools in AWS with Chef
- 3rd party lead capture integrations

Electronic Arts   Feb 2010 - Feb 2011

EA is one of the largest videogame developers and publishers in the world; focused on bleeding edge technology with strong performance demands running on constrained systems.
ActionScript, C++

Software Developer
UI features on the FIFA development team.
I shipped software on the 7th generation of home consoles.

I was excited to rejoin EA and work in videogame technology again. This was a fixed-term contract.

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Gossamer Threads   Oct 2007 - Jun 2009

GT provide web software, site installations and maintenance of said software, and server hosting.
Apache, CSS, Javascript, MySQL, Perl

Software Developer
Develop and maintain installations of GT software, develop subsequent versions of GT software products.

This was an opportunity to learn web development and to develop with the Perl programming language, which I had been exposed to through proprietary tooling at EA.

- Feature development with CSS, Javascript and Perl
- Site customization with Apache rewrite, .htaccess

Electronic Arts   Jun 2005 - Sep 2007

ActionScript, C++, C#, Maya, Perl, various proprietary SDKs

Junior Software Developer
Game UI features, graphics pipeline tools, audio tools and engine integration. I shipped software on the 6th and 7th generation of home consoles.

Working in the videogame industry had been my sole career intention up to this point, so this was a dream come true.

- Animation skinning code on PS3 alpha development kits (Fight Night Round 3 PS3)
- Custom audio asset pipelines with C# (Fight Night Round 3 PS3)
- Maintenance of custom Maya plugins for asset builds (NBA Street Cancelled Project)
- Creation of new Maya plugins for integrating with in-shop C# DB (Cancelled Project)
- UI programming: career mode, player select, online play, etc (Fifa 11, NHL 08, Marvel Nemesis)
- Build automation (NCAA March Madness 08)