



AARON RANDELL

SOFTWARE ENGINEER

📍 The Hague, Netherlands

ABOUT ME

Since starting in 2015 with Python, I became a software engineer focused on building highly scalable systems, while keeping code maintainability and security at the forefront of thought.

SKILLS

Programming Languages

Python, Golang, PostgreSQL

Tools & Platforms

Git, Docker, AWS, Linux

WORK EXPERIENCE

Software Engineer II @ Tournament Kings

July 2020 - March 2022 // Denver, CO, USA

Initially hired to be an expert in the space that this company was developing in (Discord). I was able to provide the guidance on best practice for development with Python and reduce; the technical debt, regular crashing and poor practice that had existed for their flagship product, Tourney Bot.

I was responsible for the efficacy of multiple acquisitions, analyzing their; security, code maintainability, needed improvements and data affirmation.

Later I was tasked with developing additional products to bolster a catalogue. Being FullStack creations of; Support Bot, Parlor Bot, Moderation Bot, Parlor Interactions Bot and maintenance of Emote Manager.

Due to the diverse requirements needed from me. I had direct experience with; AWS Lambdas and EC2 instances, PostgreSQL schema creation, Golang and Python development.

Contractor @ Chimeric Games

November 2019 - February 2020 // Michigan, USA

I was able to bolster their community interactions by creating a Social Media Bot to illustrate and describe aspects of their product, NovaDrift. This was done through Python and the OSS framework DiscordPy.

Later tasked with creating a leaderboard and analytics tool to integrate within their product. Providing telemetry for the Product Owner and a more interactive community. Accomplished with Python, aiohttp and GameMaker2.