Lead Software Engineer Lead Software Engineer Full Stack Python Software Developer Fairfield, CA Expert software engineer, highly skilled in development on Unix-like platforms. Passion for algorithms, web applications, large datasets and distributed computing. Authorized to work in the US for any employer Work Experience Lead Software Engineer Climformatics June 2014 to Present Analyzing large timeseries datasets using NumPy/SciPy/Pandas/Matplotlib. Ported 1M lines of physics modeling codes to IBM z System, Sabalcore HPC and AWS EC2s. Deployed and managed Linux clusters and web servers on SoftLayer and AWS. Full Stack Python Software Developer SunPower December 2015 to February 2017 Designed and developed remotely fielded computer system running Linux on BeagleBone. Developed platform connecting to cleaning robots via radio, and AWS via cell modem. System-level services implemented in Python and ZMQ. Developed system controllers, automation tools, APIs, websites and deployment frameworks. Software Engineer Ultimate Gaming March 2014 to September 2014 Worked on full stack Python/Django/JS/HTML/CSS real-money legal online casino site. Rapidly updated key UI features to conform product to state government regulations. Streamlined account registration interface resulting 2X speedup in adding new players. Freelance Software Developer June 2011 to March 2014 Built Python/Flask/MySQL website for startup specialized in exchange of genetic stock. Developed high-performance, shared memory image processing applications in Python and C++. Invented a pure Python multiprocessing pipeline API (http://pypi. python.org/pypi/mpipe). Wrote 99%-automated Python wrapper (using SWIG) of 200K lines of C++ physics library. Developed video surveillance apps in C++ and Python using Intel TBB, OpenCV and SQLAlchemy. Developed interior architecture modeler and 3-D first-person simulator in Python using Panda3D. V.Mlaker 2 of 2 WORK HISTORY (cont'd) Computer Scientist/Math Programmer Lawrence Livermore Nat'l Lab June 2001 to June 2011 National Ignition Facility Worked on C++/ Python simulation software predicting particle energies and trajectories. Developed 3-D visualizations in Matplotlib and VTK. Developed automated nightly build/test/notify platform in Python. Ported 300K lines of Fortran and C++ hydrocode to several HPC architectures. Co-authored award winning paper on parallel application performance. Program for Climate Model Diagnosis and

Intercomparison Developed tools in Python and Java for analysis of climate models. Integrated Python application as backend for Java/Tomcat web service. Co-authored published paper on scientific tools for data analysis. Petascale Simulation Initiative Designed and developed in Python TkInter a visualization tool used by physics and computation scientists to monitor resource usage in an experimental massively parallel HPC application environment. Education B.S. in Computer Science in Computer Science California State University Stanislaus Skills Apache. (Less than 1 year), Aws. (2 years), Bash (5 years), Bootstrap (Less than 1 year), C+ (10+ years), Css (Less than 1 year), Django (Less than 1 year), Git (Less than 1 year), High performance computing (10+ years), Hpc (10+ years), Html (5 years), Javascript (2 years), Json (Less than 1 year), Linux (7 years), nginx (Less than 1 year), Python (10+ years), Subversion (Less than 1 year) Links https://github.com/vmlaker

Name: James Baker

Email: umarsh@example.net

Phone: (417)756-5622x783