

CHRIS BAILEY

cv@cbailey.co.uk

SUMMARY & SKILLS

Recent Computer Science graduate with a pragmatic mindset; eager to continuously learn and tackle interesting problems. Most interested in **functional programming, concurrent & distributed systems, game development** and **web technologies**.

Well versed in a varied range of programming languages with professional experience in **Erlang, Elixir, JavaScript, PHP, and Java**. Working knowledge of **OCaml, Lua, C/C++**.

Strong **UNIX (-like)** background – primarily Linux/Cygwin/WSL. Familiar with (and strong preference towards) the '*UNIX as an IDE*' philosophy and CLI tools such as **L^AT_EX**, **containerization technologies**, **(N)ViM** etc.

PROFESSIONAL EXPERIENCE

Erlang Solutions – Graduate Developer (August 2018–Present):

Currently developing a fintech proof of concept for *extremely concurrent* and *horizontally scalable* transaction architecture as part of an agile development group; utilise technologies such as **Erlang/OTP, Docker, Kubernetes, WombatOAM** and more.

ionCube Ltd – Fullstack Web Developer (July 2016–July 2017):

During the third year of my degree, I did an industrial placement with ionCube in a fullstack role using **AngularJS + WebSockets** frontend and **Phalcon MVC, MariaDB, NodeJS** and a series of in-house **C/C++ services** on the backend.

Responsible for a range of **UI/UX improvements, blog posts** and feature development including **client-side error capturing** and writing an in-house **analytics engine** for ionCube's "Real User Monitoring" service.

Also worked on improving and maintaining legacy features such as service monitoring/metric capturing services (distributed C/C++) and worked alongside ionCube's marketing team to redesign product landing pages, A/B testing etc.

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EDUCATION & CERTIFICATIONS

Certified Erlang Developer – Erlang Solutions (March 2018):

Became a certified Erlang Developer. Test covered **Sequential Erlang** and **Concurrent Erlang**; taken in Erlang Solution's London offices.

BSc (Hons) – University of Kent, Canterbury (2014–2018):

Computer Science and Artificial Intelligence, 1st Class Honours (*~85% average*).

Modules taken include **Programming Language Implementation**, **Natural Computation**, **Cognitive Neural Networks**, **Computer Graphics and Animation**, and **Cryptography and Computer Security**.

Final Year Project: An Erlang compiler which outputs idiomatic ES6 JavaScript with faux-concurrency and actor model semantics. Awarded **best final year project of 2018** and **project with largest open-source contribution of 2018**.

Participated in an ad-hoc tuition/exam-preperation group for three years, helping other students make notes, study effectively and revise.

A-Levels – City of London Academy, Southwark (2012–2014):

Achieved grades A, A, and C in English Literature, Philosophy & Ethics, and Art & Design respectively.

Volunteered for a helper position with the Sixth Form's IT Administration office to help repair/diagnose IT related issues.

Started and ran a **student initiative to introduce students of all ages to programming** with Python, Game Maker, and basic web development to make up for the lack of Computer Science courses at the time.