

Alan Kydd

Senior software developer

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Summary

Alan is a skilled programmer with 18 years of full time software development experience in the online entertainment industry, in small businesses, and in large international corporations. Alan has current experience with Go, TypeScript, GraphQL, React, AWS, and Kubernetes. He also enjoys exploring Clojure and spaCy.io

Experience

- 10/2022–09/2025 **Senior Developer, Looka, Toronto, Ontario**
Heavy involvement in all aspects of Looka's flagship web application, looka.com.
- Led Go back-end development by scoping, defining and implementing new GraphQL endpoints, domain logic, and asynchronous jobs needed for two major customer-facing features:
 - Google Workspace Reseller - allow customers to purchase and manage Google Workspace subscriptions through the Looka web application.
 - Website hosting - allow customers to host and manage branded websites designed within the Looka web application.
 - Front-end work, React and TypeScript.
 - Worked with product managers to define and implement the web application UI components needed for the new backend integrations listed above.
 - Implemented a drop-shadow feature for the web application's SVG-based graphic editor.
 - Assisted the Customer Support team with ticket escalations.
 - Performed application deployments and upgrades, reconfiguring Kubernetes clusters as needed.
- 09/2021–10/2022 **Senior Software Engineer, Betable, Edmonton, Alberta**
- Designed and implemented a React and Redux front-end to manage new game releases for online casinos. This replaced a manual process using scripts and CSV files.
 - Major contributor to a new Adyen Payment integration with existing online casinos and an existing accounting system. The backend of the integration was a Go microservice, and the frontends were Angular and React.
- 01/2016–09/2021 **Software Engineer, Betable, Edmonton, Alberta**
- Added functionality to an existing backoffice web application for online casino marketers to create, edit, and schedule game offers, bonus packages, and promotions. The tool was developed using React and Redux.
 - Provided ongoing maintenance to the Prospect Hall online casino, formerly at prospecthallcasino.com.

- 08/2013–10/2015 **Developer**, *Gamesys Canada*, Edmonton, Alberta
Member of the Poker Integrity team for the Virgin Poker facebook app, formerly at <https://apps.facebook.com/virginpoker/>.
 - Designed and implemented a single-page Backbone application to interface with microservices responsible for creating and scheduling online poker tournaments.
 - Enhanced and maintained a real-time poker fraud detection system.
 - Contributed to the implementation of a single-page GWT application to visualize poker game session and win/loss data.
- 10/2011–08/2013 **Developer**, *CGI Canada*, Edmonton, Alberta
Designed, implemented and tested major enhancements for two public sector JEE web applications.
- 03/2007–09/2011 **IT Specialist**, *IBM Canada*, Edmonton, Alberta
Designed, implemented and delivered over 30 enhancements and defect fixes for two public sector JEE web applications.
 - One of these applications is eHealth Saskatchewan's "Pharmaceutical Information Program", <https://www.ehealthsask.ca/pip>.
- 01/2007–03/2007 **Junior Developer**, *ShirWin Knowledge and Learning Inc.*, Edmonton, Alberta
Implemented a real-time chat system and completed user interface components for a systematic/critical review web application using Java, JavaScript and PHP.

Education

- 2005 **Masters of Science**, *University of Alberta*, Edmonton
Pure Mathematics
- 2002 **Bachelor of Science**, *University of Alberta*, Edmonton
Mathematics Specialization

Technical Skills

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|--------------------------|---|
| Programming languages | Go, TypeScript, Clojure, Java |
| Frameworks and libraries | React, GraphQL |
| Integrations | Stripe, AWS, Google Workspace |
| Software and tools | Kubernetes, Docker, MySQL, PostgreSQL, MongoDB, Git |

Personal Projects

- RealWorld Clojure <https://github.com/akydd/realworld-clojure>. In progress. A Clojure implementation of the RealWorld API, <https://realworld-docs.netlify.app/>.
- 2-player Pong https://github.com/akydd/multi_pong_server & https://github.com/akydd/multi_pong. 2-player client-server Pong game with basic client-side prediction. Node.js and Phaser.io with websockets.
- MOS Technology 6502 Emulator https://github.com/akydd/nes_emulator. Originally planned as an NES emulator, it fully implements the 8-bit 6502 instruction set, but does not emulate the clock speed. Written in C.