

Ashley Hay

Software Developer

<https://www.ashleyhay.net>
<https://www.github.com/ashleyhay>
<https://ashleyhay.itch.io/>
ashleyhaysoftwaredev@gmail.com

Work History

Web Developer Co-op
Tantalus Systems Corp.

Jan – Aug 2018
<https://www2.tantalus.com/>

- Ported web interface from AngularJS to Angular 5
- Developed a progress reporting tool using data from Jira

Software Developer (P2)
Workday Inc

Sept 2021 - Present
<https://www.workday.com/>

- Oversaw implementation of Arm64 support for multiple Dockerized microservices
- Developed a light-weight development/testing environment for Workday application stack
- Led efforts to identify, document, and mitigate security vulnerabilities in multiple projects

Project Highlights

Global Game Jam 2021: “Fragments”

January 29-31, 2021

<https://globalgamejam.org/2021/games/fragments-7-o>

- Designed and implemented enemy mechanics and behaviour (AI) in C#
- Implemented game logic for tracking player's hit points
- Other miscellaneous programming contributions
- Designed levels and added decorations

Ludum Dare 48: “Antrum”

April 23-26, 2021

<https://ldjam.com/events/ludum-dare/48/antrum>

- Implemented core game mechanics using C#, including physics on in-game objects
- Contributed to designing and implementing user interface display elements

Education

University of Victoria
B.Sc. Computer Science with distinction

2014 – 2020

Volunteer Work

Vancouver Queer Film Festival

August 2019

- Setup and cleanup of festival event venues
- Ushered guests and helped them find their seats in the theatre

Camas Books & Infoshop

Oct 2019 – Sept 2021

- Ran till and helped customers
- Created posts for the store's website and social media pages
- Trained new volunteers

Eves of Destruction Roller Derby

Apr 2023 – Present

- Front-door ticket scanning
- Ushering

Skills

Proficient with C#, Java, JavaScript/TypeScript, Rust, Python, Bash, Docker, Unity, Git, Jenkins, Bamboo, CI/CD, automated testing
Familiar with AWS, C++, SQL, HTML/CSS, React, Nginx, Mercurial, Selenium Grid, GitHub Actions, Jfrog Artifactory, NPM, Yarn, Gradle, Kubernetes, Homebrew, Jaeger Tracing, Redis, Jira, Confluence, Windows, MacOS, Linux, Agile, Scrum, DevOps, AI/ML (artificial intelligence/machine learning), cybersecurity, 3d graphics and shaders, documentation