Ashley Hay
Software Developer

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https://www.github.com/ashleyhay
https://ashleyhay.itch.io/

Work History

Web Developer Co-op   Jan – Aug 2018
Tantalus Systems Corp.   **https://www2.tantalus.com/**

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

Software Developer (P2)   Sept 2021 - Present
Workday Inc   .   **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-7-0
- 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   2014 – 2020
B.Sc. Computer Science with distinction

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