# **Ben Ayers-Glassey**

Full-stack software engineer

Email: bayersglassey@gmail.com

**Phone:** 778 533 2207 **GitHub:** bayersglassey

## **Industry Experience**

Full-Stack Engineer Mighty Oaks, Victoria, BC Oct 2016 — current

We're a small team creating e-commerce software consisting of:

- Core Python library
- · Custom website & features for each client
- POS integration
- · Payment integration
- Peripherals (barcode scanners, click & collect lockers) with custom software, connected via REST

## My responsibilities include:

- · Maintain core library, client codebases
- · Set up & maintain servers
- Work directly with clients, teaching, troubleshooting, rapid prototyping
- Work with 3rd party vendors and teammates to develop and implement APIs (FTP+CSV/XML, REST+JSON)

### Here are some of our e-commerce sites:

- shop.meridianfarmmarket.ca
- shop.freshstmarket.com
- shop.freson.com
- express.stongs.com
- express.cantorsmeats.com
- express.themarketstores.com

## I work directly with:

- Linux (CentOS/Fedora)
- GIT · SSH · Fabric · Systemd · Supervisord
- Bash · Python
- Django · Mezzanine · Django REST Framework
- Postgres · Redis · Celery · uWSGI · Nginx
- JSON · XML · CSV
- HTML · CSS · JavaScript
- jQuery · Bootstrap · LESS · React

## **Education**

**B.Sc. Mathematics, 2013**Dalhousie University, Cape Breton University

## **Short Bio**

I taught myself to code in elementary school, writing small DOS and Windows games.

I progressed through QBASIC, VB6, Flash/Actionscript, and C/C++.

In university I studied math, and developed an interest in algebraic geometry and functional programming.

I graduated on the East coast, worked my across Canada, and entered the software industry on the West coast.

In my spare time I write programming languages, graphics libraries, and games in C. I also poke around at Go, Rust, and Web Assembly.

# **Current side projects**

### Geom

github.com/bayersglassey/geom2018

Made with: C · libSDL2

Graphics library & game where pixels are arbitrary plane tesselations, instead of just a square grid.

#### Fus

github.com/bayersglassey/fus2018

Made with: C

Minimalist programming language for generating data structures easily traversable from C code.