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Applicable Skills

Application

- Javascript (in its latest forms)
- Node.js (goes without saying)
- Comfortable with targeting JS for multiple environments; using tools like RollUp and WebPack
- Python (in its most recent CPython versions)
    - Intimate knowledge of WSGI, and applications and frameworks like Flask
- API Design (as in programming interfaces; architecture)
- Client-side application design, currently in love with Elm descendents like React+Redux, as well as ML descendents like Purescript.
- SQL Design
- Intimate knowledge of latest browser builds and Web Extenstion API.
- Similarly, experience with Electron (Chromium with a special fork of Node to make a completely platform-agnostic application framework; see Github Atom, Visual Studio Code, Slack, and many others.)

Systems

- Intimate familiarity with modern Linux. Everyday OS: Ubuntu or Debian.
- Good enough skills in bash, legacy init systems, Systemd.
- More than passing familiarity with languages like awk.
- Containerization: Docker and Vagrant
- Strongest skills in Linuxes, but can live in an Apple environment.

Networking

- HTTP and HTTP (ReST) Interface Design
- Understanding of HTTP (I've read Fielding and the latest HTTP specification)
- Understanding of OSI Model and ability to diagnose and solve most layer 3 and above problems.
- Familiarity with third-party cloud providers like AWS and Rackspace, as well as regular usage of smaller players like Linode (as old-fashioned as it is.)

Development

- Generally of the "editor + lots of terminal emulators" school (currently Atom or VSCode).
- Well-versed in different Git workflows, including Github, other Git front-ends, and email patches. Comfortable manipulating history (squashing, repairs, etc.)

Open Source Projects

Too many projects to list, but as a sample:

- A Python port of a Nexrad (Weather Radar) decoder
- A Javascript Entity-Component-System Game Engine (minimal, but working)
- OpenSCAD-built models for printing (turns out that Github can render STL files, making Thingiverse unnecessary).
- Various documentation contributions; mostly just grammar, linking, etc.

Esoteric But Current Applicable Skills

- Advanced Javascript and related DOM technologies: WebGL, SVG, etc.
- Functional Programming in Javascript and Javascript transpilation targets
  - React/Redux
  - Purescript
  - The "Fantasy Land" Project
- Function Programming in general
  - Haskell (ML Family in general)
  - Schemes (Racket in particular)
- Curiosity about and skills in esoteric architecture patterns like Entity Component System.

Current Languages of Interest

- Purescript
- Rust
- Javascript
- Haskell
- Python

Hobbies and Activities

- Programming Language Theory and History
- Amateur essayist: human rights, history, philosophy
- Category and Type Theory (I'm a dabbler, but it's extremely enjoyable to me).
- Electronic Engineering
    - Microcontrollers and circuit layout (in particular, Kicad). Garage-level fab.
    - 3D-Printing; early supporter of RepRap. Philosophical supporter of "Afghan Lathe" sort of projects and OSHW to encourage means of production moving to smaller and smaller social units; e.g., farmers using out-of-IP-protection designs for farm equipment, use of free (libre) IP Cores in FPGAs.
    - Early supporter of the IPython Notebook (now Jupyter) project as well, to encourage use of and sharing and reproduction of results with code in academic papers.
    - Loudspeaker design.
    - Astrophotography (and astronomy along with it)

Philosophy and Advocacy

- Open source (especially but not exclusively libre software, FLOSS).
- Human rights, spreading the means of production as widely as possible; including programming literacy and hardware fabrication skill.

Work history

- Senior Software Developer
  Ihiji (now Control4)
  July 2015 - Present

- Software Engineer
  Cratejoy
  2014

- Senior Software Engineer
  Famigo, Inc.
  2012-2014

- Various
  Consulting, 2008 onward