

GREG BATEMAN

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<https://github.com/gbateman>

gregbateman.me

TECHNOLOGIES

Proficient	Ruby on Rails	JavaScript	React + Redux	Swift	iOS	SQL
Tools	Git	Docker	Bash	AWS	Google Cloud	iTunes Connect
Some Experience	Python	C++	C	Objective-C	Alexa	Google Home

EXPERIENCE

[Shopify](#) - Backend Intern,

May 2018 – August 2018

- Worked on [Exchange](#), a marketplace for selling Shopify stores
- Refactored OAuth flows when moving seller-side app out of Shopify admin
- Implemented caching on homepage, reducing average response time by 50%
- Added tracking to mailers for data purposes, and tuned listing review process

[Connected Lab](#) - Software Engineer,

September 2017 – December 2017

- Maintained Java Spring backend serving a popular iOS fashion shopping app
- Updated Node.js mock authentication provider for that Java Spring backend

[Tribalscale](#) - Agile Software Engineer,

January 2017 – April 2017

- Developed new iOS app in Swift for [Fanxchange](#)
- Updated PGA Tour Alexa app and abstracted application logic to Google Home
- Updated internal allocations tool built with React, by migrating from Flux to Redux

[ZurApps Research Inc](#) - Software Developer.

May 2016 – August 2016

- Updated iOS and macOS apps for [MathPad](#) and [RoadTripper](#)

PROJECTS

[MTGDeks \(In Progress, Temp name\)](#), MTG Deck Builder,

April 2018 – Present

- Ruby on Rails backend and React Redux front end
- Existing solutions have either good features or a good experience, but not both
- Aiming to provide a feature-complete, low-friction deck building experience

[MTGCardFetcher](#), Facebook Messenger Bot,

February 2018 – March 2018

- Facebook Messenger Bot for looking up and sharing Magic the Gathering cards

[PokéList \(In Progress\)](#), Pokémon team planning tool,

November 2017 – Present

[SwiftyFire](#), iOS development tool,

January 2017 – April 2017

EDUCATION

Candidate for Bachelor of Software Engineering, University of Waterloo, September 2015 – Present
Including courses in Algorithms, Data Structures, Operating Systems, Numerical Computation, Compilers, Logic and Combinatorics