



Summary

Software Engineer with experience in all aspects of building software including architecture, implementation, and deployment. Most of my experience has been building REST APIs, microservices and frontends in JS, Go and C# using both SQL and No-SQL DBs. I also have experience with a wide range of other technologies as listed in the section below. I think that it's important to follow best practices in order to promote and retain readability, maintainability and reliability.

Skills and Technology

Software Engineering

Golang, JavaScript, Nodejs, NPM, C#, .Net, Entity, Framework, MSSQL, C++, Git, Google Cloud, firebase, AWS, Plesk, MongoDB, Mercurial, TDD, Regexp, Magick++, Mocha, Express, Gulp, Pug, HTML, CSS, WebSockets, JSON, REST

Linux

Arch, Debian, CentOS, Systemd, Fish, Bash, SSH, ACLs, xattrs, Haproxy, Nginx, Plesk, dm-crypt, Xinetd, Rsync, Cage, FFmpeg, ImageMagick, LTO, Raspberry pi

Networking

DNS, TLS/SSL, HTTP, Let's Encrypt, Certbot, Opnsense, Unifi, PoE, Fibre Channel

IT Support and Other IT

Microsoft 365, MailEnable, Desktop/Server Hardware, Dell iDrac, Google Ads, Plesk

Non-IT

SolidWorks, Fusion360, OpenScad, Blender, Cura, Chitubox, Kdenlive, Adobe Premier Pro, Gimp, Paint.net

Employment

IFL Management - Software Engineer

Mar 2017 - Present

- Rewrote the financial statement importer to significantly optimised the processing and deduplication using in memory indexing.
- Worked in a team to build an online quote and sales lead system.

Pro-Quest Resourcing - Software Engineer

Dec 2018 - Jun 2020

- Worked in a team to design, build and deploy a system comprising APIs, microservices and web apps to acquire vacancy data from various sources including scraping. The vacancies were then normalized, filtered, candidate matched and matches emailed to prospective employers - up to 20,000 per day processed. This included a data entry system for staff to populate incomplete vacancy data.
- Built a job listing web app to attract candidates to match with the vacancies of the system above. This was an SPA with background loading for a fast UX.
- Built a caching proxy for a slow third party recruitment API (JobAdder). Stored responses in Google's Firebase Firestore.

Personal Projects

Forza Map

Go WebSockets UDP github.com/jkeveren/forza-map

Map for the game Forza Horizon 4 that displays the realtime location of all configured players.

Crop Collage

C++ Magick++ github.com/jkeveren/crop-collage

Linux tool that recursively finds images with an xattr that specifies an ImageMagic geometry. Crops to that geometry and builds a collage from those cropped images. Allows the archival of original images and use of cropped image in collage without the necessity to store a cropped version. Optimized to reduce memory usage.

Personal Website

Go REST TDD github.com/jkeveren/personal-website

Manipulates HTTP connections to "trickle" the home page. Includes a gallery feature that is optimised for serving images over a slow connection by using compression and caching.

MassDraw

JavaScript Node.js Socket.io github.com/jkeveren/massdraw

Allows multiple people to draw on a shared whiteboard in realtime using Socket.io and JavaScript's canvas API.

Find by Extended Attribute

Go Linux xattrs TDD github.com/jkeveren/find-by-extended-attribute

Simple Linux tool to find files based on extended attribute criteria. Similar to "getfattr -R" but with much more sensible output.

CV

JavaScript HTML CSS github.com/jkeveren/cv

This CV is a HTML page that is built using JavaScript which I print to PDF. When printing, some styles are changed which allows the web version (at cv.keve.ren) to have visible links while keeping the PDF clean.

Doogle

Go Regexp Node.js Firebase github.com/jkeveren/doogle

Proxy to Google.com which replaces every instance of the word "Google" with the word "Doogle" including logos. Any search is replaced by an image search for "beagle" with all instances of "beagle" replaces by "doogle".

Require Object

Node.js NPM JavaScript npmjs.com/package/require-object

NPM package that allows files to be accessed via an object that replicates the directory structure of the project. Imports modules and reads file using getters for memory efficiency.