Jeremy Swinarton
647-637-8195
jeremy@swinarton.com

I am a **full-stack software developer**, **devops engineer** and **team leader**. I have a decade of experience tackling software problems and building teams that can solve them.
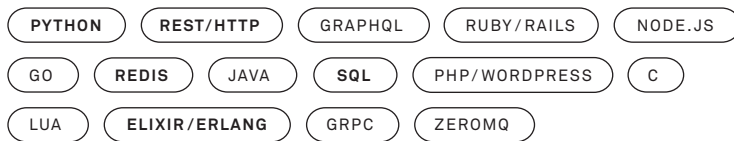
Skills

- Adept at building web application software using a range of tools, languages and programming styles.
- Capable of managing the entire lifecycle of software development, including system architecture, planning, version control, code review, continuous integration and delivery, unit- and end-to-end testing and quality assurance.
- Strong leadership and communication skills.
- Formally trained and experienced graphic designer.

Software toolkit

bold items indicate high proficiency

Backend

(**PYTHON**) (**REST/HTTP**) (GRAPHQL) (RUBY/RAILS) (NODE.JS)

(GO) (**REDIS**) (JAVA) (**SQL**) (PHP/WORDPRESS) (C)

(LUA) (**ELIXIR/ERLANG**) (GRPC) (ZEROMQ)

Devops

(**TERRAFORM**) (KUBERNETES) (**NGINX**) (**LINUX SYSADMIN**)

(**ANSIBLE**) (**DOCKER**) (**AWS**) (ENVOY) (**GIT**)

Frontend

(**HTML5**) (**CSS3**) (**VUE.JS**) (REACT)

Work experience

Senior software engineer — Xanadu   March 2019 – present
Lead software engineer for the Xanadu Quantum Cloud (XQC) SaaS platform, which provides dozens of clients with access to Xanadu's photonic quantum hardware. As the first full-time web software engineer at the company, I laid the foundations for the architecture and infrastructure of XQC, which is composed of heterogenous microservices written in Python, C++ and Go.

In the non-technical realm, I was instrumental in crafting Xanadu's software culture. Building on my previous experience, I designed a planning and development process tailored to the unique requirements of quantum research, which is now used on all software projects throughout the company. I designed the standard interview process that is used for all new hires for XQC. I also provide day-to-day technical advice and mentorship to more than a dozen technical contributors to XQC and other Xanadu software products.

Software engineer and UX designer — Coreopsis   May 2018 – November 2018
Full-stack developer, dev-ops engineer and designer for a variety of external projects at an agency-style firm.

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Work experience
continued

Software engineer — WE Charity   June 2017 – May 2018
Engineer for WE's SaaS platform. I worked alongside a talented team to build and deploy modern microservice components to replace legacy systems.

Software engineer — Kinetic Café   Feb 2016 – June 2017
Polyglot engineer on multiple client projects with varying requirements and tech stacks, including: an API service and data-processing toolchain for the Reco iOS app, which was featured twice on the Apple App Store; a web-based mall mapping app for Ivanhoé Cambridge using Vue.js; and services for Kinetic's retail SaaS platform, written in Ruby and Elixir and serving APIs with GraphQL.

Full-stack web developer — Rubicon Project/Chango   Feb 2013 – Sep 2015
Developer for chango.com. I rebuilt Chango's existing WordPress website using a modern toolkit based on Python and Django. I was also a regular contributor to Chango's internal web dashboard, which was used by clients to manage their programmatic ad spend.

Freelance software developer/UI/UX designer—various clients   2011–present
Creator of award-winning web marketing, data visualization, and editorial projects. Clients include Al Jazeera English, the Toronto Star, Joist and Oxfam Canada.

Education

York University/Sheridan College Joint Programme in Design   2012
Honours Bachelor of Design (Member of Dean's Honour Roll)

Awards

Honourable mention
Dec 2013   Awwwards.com

Shortlist candidate
Sep 2012   Information is Beautiful Awards (David McCandless)