1 Shane Mulligan (BSc)

specialisation scripting, domain specific languages, natural language processing

1.1 Cover Letter

To my prospective employer,

Please consider me for this role.

I am an expert in Linux, python, bash, awk, sed and perl. I have a BSc in Computer Science. I have also studied Health Science and are familiar with bioinformatics. I would call myself a scientific programmer. One of my inspirations is John Kitchin. I also have an interest in homology search. I have been in the workforce as a software developer for about 10 years. I'm experienced at microservices; I've used AWS, Kubernetes and Google Cloud. I have had job in a large corporation managing automated tests using Jenkins. I'm proficient at many programming languages including Golang, C++, emacs lisp and racket. I'm language agnostic; I easily pick up new languages. I'm a strong emacs user; I have a blog where I talk about plugins I have made. Earlier this year I automated a pipeline to scale a platform for automating pull requests to GitHub. I have been using Ubuntu Linux for the last 10 years; I know it like the back of my hand. I studied Information Retrieval at post guaduate level and have built my own code search engine. I've also built tools for interfacing with ElasticSearch. I am very capable and hard working.

Thank you for your consideration, Shane Mulligan

1.2 Links

- http://mullikine.github.io Daily Blog
- https://github.com/mullikine/

1.3 Education

$_{ m Degree}$	Field	Insitution	Status
BSc	Computer Science	University of Otago	Finished 2010
PGDip	Information Retrieval	University of Otago	Started 2018

1.3.1 Highlights

- Won the COSC343 robot competition
- Completed a GitHub search engine using GHTorrent and BigQuery.

1.3.2 Interest papers

- Health science 1st year
- Chemistry (200 level)
- Anatomy (200 level)
- Information Retrieval (400 level)
- Neural Networks (400 level)

1.4 Volunteer work

1.4.1 School of Computer Science

Ongoing. Tutoring junior school and high school students.

started 2018

1. proud moments

- (a) portfolio gallery (circa. 2018) Guided 2 high school students in building an interactive portfolio gallery for the Otago Settler's Museum.
 - Taught CSS, javascript, php.
- (b) built a bot that can play the board game codenames (circa. 2018)
 - Taught the concept of 'word vectors'.

1.5 Work experience

1.5.1 CodeLingo Ltd

job title Software Engineer

Scaling / automation.

Lexicon development.

started 2018

ended 2019

1. Languages used

language	context	
golang	Built the Gometalinter lexicon	
shell	Pipeline	
python	GitHub API	
ElasicSearch Lucene	Debugging	
BigQuery standard SQL	GHTorrent / Bigquery for Github	
${ m JavaScript}$	Unit testing	
emacs lisp	Building an environment for a new language (CLQL)	

2. Highlights

- 0 to 1000 automated github pull requests over 8 months.
- Pipeline outreach scaled the platform from 10 to 300 app installs.

1.5.2 Crown Equipment Corporation

job title HIL (hardware-in-the-loop) Test Engineer

Continuous integration.

Embedded c/c++.

started 2015

ended 2017

- 1. primary languages used
 - C++13
 - python
- 2. Responsibilities
 - HIL (hardware-in-the-loop) rigs / integration tests
 - Implement driver for 3D Basler Camera

3. Highlights

• Built a platform for correlating error messages with logs and code using the the Sphinx open source search engine.

1.5.3 Tracmap

job title Software Engineer

Embedded programming

Full-stack web development

started 2011

ended 2013

- 1. primary languages used
 - C++
 - python
 - javascript
 - postgresql
- 2. Highlights
 - Ported the firmware from the older TM4 head units to the then prototype TM5 headunit.

1.6 Open-source Projects

1.6.1 Age of Kings Trigger Studio

http://aok.heavengames.com/blacksmith/showfile.php?fileid=12103

The most popular Age of Empires II scenario editor. Downloaded 10,000 times. Used in making campaigns for Age of Empires II HD edition and expansions.

Software	Purpose
IDA Pro	Reverse engineering
Visual Studio 2005	Compiling
m emacs/vim	Programming

1.7 Skill set

- Language agnostic
- Can self-manage
- Continuous learning

1.7.1 General knowledge / skills

Area	Context
Scripting / pipelines / automation	CI, bash, jq, python, haskell, expect
Building terminal user interfaces	golang, semantic highlighting, real-time feedback, fzf, emacs
Building debugging tools	tracing, automated git bisect
Metaprogramming	code generation, emacs lisp, racket
Preprocessing	rosie lang, pcre, sed, awk
${ m Algorithms}$	Information retrieval / NLP
Information retrieval	Google automation, bigquery, sql generation
Documentation	report/blog writing, latex, org-mode
Web development	html, css, ajax, progressive enhancement
Deep learning	word embeddings, Keras, pytorch, 'GPT-2/the transformer'
Continuous Integration	Jenkins, JenkinsX, CodeLingo, CloudBees
Natural language processing	Spacy, word vectors <-> words, BERT (transfer learning)
Functional programming	racket, haskell
Microservices / Kubernetes	logs, searching, automation, debugging, scripting
Bayes	problog
Building editing environment	building emacs modes, fixing bugs in emacs
Research / learning	automated Arxiv search, hacker news search, presentation

1.7.2 Tools

tool / skill		
emacs		
${ m vim}$		
Deep TabNine		
GPT-2		
ctags		
Google search automation		
Code generation		
Code snippet search		

1.7.3 Programming languages

key	
OOP	object-oriented
FP	functional programming
Exp.	experienced

Table 1: legend

Language	Strong	Exp.	Advanced skills
Python	yes	yes	code-gen, reflection, own library, OOP, FP
$\mathrm{bash}\ /\ \mathrm{zsh}$	yes	yes	code-gen, own library, FP
С	yes	yes	code-gen
c++ (98)		yes	code-gen
$c++ \ (13)$		yes	code-gen
SQL	yes	yes	code-gen
Go	yes	yes	own library
CSS	yes	yes	code-gen
Haskell		yes	reflection, own library, FP
common lisp	yes		code-gen, FP
m tcl/expect	yes	yes	code-gen, own library
emacs lisp	yes	yes	code-gen, own library, metaprogramming
${ m scheme} \ / \ { m racket}$	yes	yes	code-gen, own library, metaprogramming
problog		yes	code-gen
perl	yes	yes	
sed, PCRE	yes	yes	code-gen
awk	yes	yes	code-gen, own library
clojure			
javascript		yes	
java			
$\mathbf{j}\mathbf{q}$	yes	yes	code-gen
$\operatorname{graphviz}$	yes	yes	$\operatorname{code-gen}$
latex	yes	yes	code-gen
$\operatorname{vimscript}$	yes	yes	code-gen, own library
rosie			
CodeLingo Query Language	yes	yes	code-gen, own library, metaprogramming
prolog			$\operatorname{code-gen}$
rust			
typescript			
scala			
$\operatorname{smalltalk}$			

1.8 References

1.8.1 Dr Zhiyi Huang

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