Andrew Towers

Phone: +61 404 228 928
Email: atowers@gmail.com
Skype: mario.frog
Portfolio: raffe.io
GitHub: github.com/raffecat

I Believe

- Unexpected errors are for developers, not end-users.
- Things should be designed for an audience and their goals.
- Front-ends should not be turned into programmer code.
- The right tool is the one that gets the job done well.
- Reliable systems are simple, not complected.

Skills & Experience

- **Front-end** HTML5, CSS, DOM, jQuery, Angular, browser quirks, IndexedDB, video.
- **Back-end** node.js, python, C++, microservices, idempotence, REST, stateless.
- **Database** Postgres (SQL, joins, indexes), MongoDB (indexes, atomic ops, queues)
- **Server** nginx, debian, iptables, upstart, systemd, ssh, rsync, vim, mtr.
- **AWS** S3, CloudFront, ELB, AutoScaling, Security Groups, IAM, CloudFormation.
- **Desktop** Win32 API, DirectX, C/C++; OS X, Cocoa, Objective C; Linux, XLib.
- **Mobile** iOS, Cocoa Touch, OpenGL; web video player quirks.
- **Low-level** OS principles, hardware level, assembly language (x86,ARM,6502)
- Data-oriented Design: CPU caches, branch prediction, game engines.
- Breaking things down into bits that can be readily understood and communicated.
- Iterating until simplicity is achieved, subject to diminishing returns.
- Interest in: declarative, distributed, failure modes, security, usability.
- Quickly learning new tools and technologies.
- Inferring the root cause of a problem from symptoms.

Employment History

2015 – now   GAME PROJECT, CONTRACT WORK, TRAVEL

Developing a toolkit for independent games developers, making use of my low-level coding experience and familiarity with 3D APIs across Windows, Mac, Linux, iOS and WebGL. A mix of C/C++ engine, C++ and Objective C front-ends, tools and prototypes written in Lua and Javascript – using node.js and in-browser with WebGL.

Contract work on a retail website using node.js and postgres with PayPal integration – beaverstail.com.au. Used Angular on the front-end, served through Nginx as a static single-page app; idempotent REST APIs (with retries) to submit orders and process payment. Node.js back-end using Express. Site design provided by a 3rd-party. More details at raffe.io/beaver.html

I also spent some of this time travelling in Europe.

2012 – 2014   SMALL WORLD SOCIAL

White-label CMS product with client web sites and mobile apps, for corporate clients.

- Much of the bespoke CMS front-end: Angular, Bootstrap, JS, HTML, CSS.
- MongoDB schema design for atomic updates via idempotent REST APIs.
- Node.js REST APIs for CMS, schema validator, microservice glue library.
- Client-side session/retry REST wrapper with login hook.
- Drag & Drop front-end to schedule on user's calendar, Google Calendar API.
- HTML5 video player for seamless white background on Android/iOS.
- Upload service: unzip, image & video thumbnails, MOOV optimization, S3.
- REST API for incremental content delta-updates to mobile clients.
- AWS: S3, CloudFront, ELB, AutoScaling, VPC, Security Groups, IAM, etc.
- Nginx config: micro-caching generated front-end pages, proxy-cache S3.
- DevOps: dev-server to sim nginx routing and run/restart microservices.
- Front-end scripting for designers' HTML-first designs.
- Security awareness: 3rd-party penetration testers could not find a way in.

2011 – 2011   PANGUR

Python site using Jinja2 templates and a JS/jQuery front-end, using browser database features (IndexedDB, WebSQL) and SQLAlchemy with Postgres on the back-end. Included a custom forum within the site, and an in-browser document editor.

I worked on both front-end and back-end with one other team member. I wrote the browser storage and sync-to-server parts, document editing logic, forum pages and database schema/queries, and some in-browser canvas rendering for document previews. The main site was server-side rendered, the document editor used REST APIs.

2008 – 2010   FITNESS2LIVE / McKESSON ASIA PACIFIC

Python/Twisted web app with some complex calculations to model meal planning, activity and kilojoules consumed. I worked on many of the site features; it was a monolithic server-side rendering app. Company acquired by McKesson.

2005 – 2007   TELSTRA RESEARCH LAB

C++ applications, Flash, HTML, Java; customer and technician install kits for Windows and Mac. Worked primarily on stand-alone executables that run without being installed (native Win32 APIs), a Flash layout engine with bindings to C++, integration with driver kits from 3rd-party vendors, 3G modem and home-WiFi-router configuration and control software.

2002 – 2004   BLUESTAR GAMES

Game engine design and programming, tools programming. DirectX and Win32, C++, language interpreter implementation. Also some J2ME game development for early mobile platforms.

1999 – 2002   DYTECH SOLUTIONS

Consulting firm. Multi-threaded C++ server code, Windows COM and DCOM, system architecture.

Education History

1998	Bachelor of Computing (Honours 1st class)
1995 – 1997	Bachelor of Applied Computing, minor in Electronics

Referees

JEREMY VOS

Proprietor, Beaver's Tail. I met Jeremy at his coffee shop and ended up making the Beaver's Tail online lunch ordering web site. An entrepreneur at heart :)

Phone: 0433 107 829
E-Mail: jeremy@beaverstail.com.au

TIM STEBBING

All-around good guy. I have worked with Tim on a number of projects and jobs, and he is a great communicator and star player. Tim was the tech lead at Small World Social.

Phone: 0434 746 089
E-Mail: tim.stebbing@iflix.com

PAT OWENS

I nearly worked with Pat on a startup he was involved in, but the startup didn't pan out. Pat genuinely cares about the work he is doing and the people he is working with.

Phone: 0430 125 515
E-Mail: pat.owens@outlook.com