GUY JOHN

07531 668965 ◇ guy@peaklambda.com

EXPERIENCE

Red Badger   March 2019 to October 2018
Contract Senior Software Engineer   *London*

· Building Operational team dashboards and production readiness work on a money transferring app.
· Full-stack Typescript codebase running on Kubernetes, with a number of third party integrations.

Echo   January 2018 to June 2018 and October 2018 to February 2019
Contract Senior Software Engineer   *London*

· Primarily focussed on helping migrate a previous, mostly monolithic backend application onto a Kubernetes hosted, micro-services infrastructure.
· Services were built in Go, utilizing gRPC, but with a small number of node.js services where suitable.

Verisart   September 2018 to October 2018
Contract Senior Software Engineer   *London*

· A short-term contract to ship supporting APIs for a new web frontend and partner integrations.
· Large Go monolith running atop PostgreSQL, using OpenTimestamps for blockchain functionality.

Red Badger   September 2017 to December 2017
Contract Senior Software Engineer   *London*

· The aim of the project was to help a high-street bank migrate services onto their new cloud infrastructure as well as introduce new ways of working that would then feedback to the larger organisation.

ustwo   August 2015 to August 2017
Senior Fullstack Developer   *London*

· ustwo is a digital agency that works with a range of clients, usually at the very early stages of projects.
· A large proportion of the work was centred around product discovery in combination with user testing. The aim being to validate or disprove ideas as quickly as possible.

Pusher   August 2014 to July 2015
Platform Engineer   *London*

· Primarily involved in building a new distributed messaging bus for the Pusher software stack.
· Very much a polyglot environment using mainly Haskell, Ruby and Javascript, but with many other languages used for client libraries and small tools.

Mind Candy   April 2012 to July 2014
Tools Software Engineer   *London*

· A varied role involving building internal tools, maintaining C.I. systems, supporting product teams and making sure knowledge was shared.
· Mix of Scala/Play Framework, Backbone/Angular and Python with PostgreSQL, Elastic Search and Cassandra databases.

Fidessa Plc   Jan 2009 to April 2012
Operational Engineer   *Woking, Surrey*

· Part of a small support and development team, responsible for creating capacity planning and server management tools.

EDUCATION

University of Reading   2005 to 2008
BEng Electronic Engineering 2.1

· Learnt to program in C, C++ and some amount of assembler, primarily targeting embedded micro-controllers,

· Also gained a solid grounding in DSP theory and engineering mathematics.

Eton College   1999 to 2004

A Levels	Physics, Maths and Further Maths
AS Levels	I.T. and Electronics
GCSEs	English, French, Latin, Chemistry, Physics, Biology, Maths, Electronics

TECHNICAL SKILLS

Languages	Haskell, Go, Scala, Python, Javascript, Bash, C
Frameworks	Play, React, Express, Flask, Django, Lile
Databases	MySQL, PostgreSQL
Tools	Git, SVN, Docker, Puppet, General *nix sysadmin
Infrastructure	AWS, Google Cloud, Kubernetes
Management	Agile Development Practices, DevOps, Continuous Integration and Delivery

INTERESTS

I'm heavily interested in the cross over of code with art and music, and have created or been involved with a number of projects along these lines. I am one half of LiveCodeLab, a duo doing live coded audio visual performances at venues ranging from boat and warehouse parties to the London Science Museum. At the end of 2013 I was involved with an installation in the Puerto Rico Museum of Art, writing the software for a computer controlled, reconstructed piano as part of the Lexus with the Arts program. I also produce music and play guitar, though primarily for my own pleasure.

Outside of coding and art, I'm a keen rock climber, having now spent a significant amount of time climbing outside around the U.K. My decision to start contracting was mainly down to wanting more flexibility in how I work so I can spend more time falling off cliffs.

Public speaking is something I enjoy and am always looking for opportunities to do more, whether that be in a technical capacity or otherwise. I've previously presented on subjects ranging from software tool development to language design for live coding environments.

LINKS

A number of my projects, experiments and papers can be found on my website at `http://rumblesan.com/`

My github account can be found at `http://github.com/rumblesan/`