# ERIC BAILEY

## PERSONAL INFORMATION

*GitHub*          https://github.com/yurrriq

*email*           eric@ericb.me

## PROGRAMMING LANGUAGES

| | |
|---|---|
| *> 20,000 LoC* | (Bourne) Shell, Clojure, (Lisp Flavoured)[1] Erlang, Lisp/Scheme (various) |
| *> 10,000 LoC* | HTML, Java, LaTeX, LilyPond[2], make, Objective-C, Swift |
| *> 5,000 LoC* | CSS, Haskell, Idris[3], JavaScript, PHP |
| *< 5,000 LoC* | Agda[4], C, C++, Coq[5], Elixir, Elm[6], F♯, GAP[7], Go, OCaml, Perl, Python, R[8], Ruby, Rust |

## SELECT WORK EXPERIENCE

*July 2019–Present*     Lead Engineer, SPORTRADAR

*Sportradar*

As the first global SRE[9], with a focus on automation, reproducibility, and company-wide cohesion through policies and best practices I help design, I work to empower developers, encourage and facilitate frequent shipping of code, and enable sysadmins to maintain good sleep hygiene, across multiple time zones.

*Tech*: Bash | Go | Nix[10] | Documentation | GitLab CI | Helm | JIRA | Kubernetes

*Dec 2017–July 2019*     DevOps Architect (unofficial)

Unofficially, I led development in the CI/CD space in Minneapolis, including containerizing legacy applications and infrastructure, and configuring ephemeral development environments.

*Tech*: Bash | Haskell | Nix | Docker | GitLab CI | Helm | Kubernetes | nginx | Varnish

*July 2017–Dec 2017*     Software Engineer

I mostly wrote scripts to automate feed validation and identify hard-to-find bugs.

*Tech*: Elixir | JavaScript | Ruby | Automation | Property-based testing | RabbitMQ | Redis

*2015–Present*     Contributor, OPEN SOURCE

*Open Source*

Refer to my GitHub[11] and OpenHUB[12] profiles for more information.

*Tech*: Clojure | Erlang | Go | Idris | LFE | LaTeX | Lisp | Nix | Racket | Scheme

*2012–Present*     Owner, ELECTRIC WIZARDRY

*Electric Wizardry*

My contract work has included SQL security hole patching[13], updating a bespoke kiosk web app[14] to work on IE8, porting an interactive Q&A app[15] from iOS to Android, a custom podcast app for iOS[16] and Android[17], a vocabulary-building app[18] for iOS, and helping develop and maintain a real-time audience interaction web app[19].

*Aug 2015–Nov 2016*     Software Engineer, FRONTEND MASTERS

*Frontend Masters*

Starting as an occasional iOS contractor from 2013–2015, I joined the company[20] full-time in 2016. Soon, my responsibilities shifted to re-architecting the backend, including codifying the data model, handling DevOps, and maintaining parity with the existing system while building its modular, data-driven successor.

*Tech*: Erlang | LaTeX | LFE | Objective-C | Swift | CI | Core Data | DevOps | Docker | Documentation | Realm | REST | RxSwift | Slack | Video streaming

*May 2014–Aug 2015*     Software Engineer, INVISIBLE FRIEND

*invisible friend*

As half of the core engineering team at this social media startup[21], I passionately wrote efficient, modular, well-tested code in an agile environment.

*Tech*: Clojure(Script) | Node.js | Chrome | Docker | Datomic | DevOps | JIRA | {Level,Rethink}DB | Nix | PostgreSQL | Redis | Slack

*Nov 2014–July 2015*     Web Developer, TRANSVOYANT

*Transvoyant*

Building on a Java REST API, I spearheaded a new ClojureScript frontend, with a user-customizable, data-driven UI, dynamic rendering, and mobile-friendly drag-and-drop.

*Tech*: ClojureScript | CSS | JSON | React | DevOps | Modular | Mobile | REST

## EDUCATION

*2008–2013*                    Century College

*Associate of Fine*
*Arts in Music*

*Select Courses*: Statistics, Calculus (CLEP[22]), Intro to Logic, Programming Fundamentals, Object-Oriented Programming, Internet Programming: Server-side Applications, Discrete Structures of Computer Science

*2012–2013*                    Metro State University

*Undergrad*
*Computer Science*

*Select Courses*: Programming with Elementary Data Structures, Computer Organization and Architecture, Computer Networks, The Nature of Language

*2007–2008*                    University of Minnesota

*General Studies*

*Select Courses*: Physics, Modern Literature, Film, Political Science

## MISCELLANEA

*Interviews*

FUNCTIONAL GEEKERY: Episode 59[23]
"In this episode... [I] talk [about my] entry into functional programming; work with Scheme, Clojure, Haskell, and LFE; ... Exercism.io; and much more."

KNOW THIS NERD? Meet Eric Bailey[24]
Casual interview re: my interest in programming and technology.

*Volunteering*

ClojureBridge MN[25] TEACHING ASSISTANT
At two workshops, I've volunteered to help women, trans, genderqueer, and gender non-conforming people learn (more) Clojure.

UndeadArt.org[26] WEB TEAM MEMBER
Helped lead the project, participating in discussions and contributing code.

*Spoken Languages*

| | |
|---|---|
| ENGLISH | Native speaker |
| ESPAÑOL | Competencia laboral limitada |
| NORSK | Grunnleggende ferdigheter |

## NOTES

[1] http://lfe.io/
[2] http://lilypond.org/
[3] http://idris-lang.org
[4] http://wiki.portal.chalmers.se/agda
[5] https://coq.inria.fr/
[6] https://elm-lang.org/
[7] https://www.gap-system.org/
[8] https://www.r-project.org/
[9] https://opensource.com/article/18/10/what-site-reliability-engineer
[10] https://nixos.org/nix/
[11] https://github.com/yurrriq
[12] https://www.openhub.net/accounts/yurrriq
[13] http://www.rfmoeller.com
[14] https://www.honeywell.com
[15] https://play.google.com/store/apps/details?id=com.caspersen.narrative
[16] https://itunes.apple.com/us/app/tom-barnard-podcast-app/id1131763252
[17] https://play.google.com/store/apps/details?id=com.tombarnard.show
[18] https://web.archive.org/web/20130711014544/http://definest.co
[19] https://www.voicehive.com
[20] https://frontendmasters.com
[21] https://plink.love
[22] https://clep.collegeboard.org/science-and-mathematics/calculus
[23] https://www.functionalgeekery.com/episode-59-eric-bailey/
[24] http://tech.mn/news/2013/08/21/know-this-nerd-meet-eric-bailey/
[25] http://clojurebridgemn.org/
[26] UndeadArt.org

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