

Eric Bailey

Curriculum Vitae

SELECT WORK EXPERIENCE

2015 – PRESENT

Open Source ↗ Contributor

I make frequent contributions to open source, mostly in (Lisp Flavoured) Erlang.

AUG 2015 – Nov 2016

Frontend Masters ↗ Software Engineer

Starting as an occasional iOS contractor on and off from 2013 to 2015, I joined the company half-time in August 2015 and ramped up to full-time by January 2016. Eventually, my responsibilities shifted from maintaining the iOS app to re-architecting the outdated backend, including codifying the data model, handling DevOps, designing and building an elli-based web app in LFE, maintaining parity (as appropriate) with the existing system and designing and building its modular, data-driven successor from scratch.

NOV 2014 – JUL 2015

Transvoyant ↗ Web Developer

Building on the existing Java-based REST API, I spearheaded development of a new web front end in ClojureScript based on a design mockup. It featured a customizable, data-driven UI with dynamic rendering and mobile-friendly drag-and-drop mechanics.

MAY 2014 – AUG 2015

invisible friend ↗ Software Engineer

As a Software Engineer and half of the core engineering team at this social media startup, I was passionate about writing efficient, modular, well-tested code in a very agile environment.

2012-08 – PRESENT

Electric Wizardry, LLC ↗ Owner/Contractor

Periodically, I do contract work as my LLC. Such work has included SQL security hole patching, updating a bespoke kiosk web app to work on IE8, porting an interactive Q&A app from iOS to Android, writing a custom podcast app for iOS and Android, developing a vocabulary-building app for iOS, and helping implement and maintain a real-time audience interaction web app. N.B. Much of my work has been augmented or phased out at this point. For details refer to the web version of this document.

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EDUCATION

2013 **Associate of Fine Arts**
IN MUSIC
Century College

INTERVIEWS

- 2016 **Functional Geekery (Episode 59 - Eric Bailey)**
"In this episode... [I] talk [about my] entry into functional programming; work with Scheme, Clojure, Haskell, and LFE; getting into the LFE community; interoperability story with other BEAM languages; Exercism.io; and much more."
- 2013 **TECHdotMN (Know this Nerd? Meet Eric Bailey)**
Casual interview re: my interest in programming and technology.

COMMUNICATION SKILLS

ENGLISH Native speaker
SPANISH Advanced

SOFTWARE SKILLS

- | | |
|--------------|------------------------------------------------|
| > 10,000 LoC | (Lisp Flavoured) Erlang, Clojure, Lisp, Scheme |
| > 5,000 LoC | Objective-C, Swift, Java |
| > 3,000 LoC | Idris, Haskell, PHP, Perl, Python |
| < 1,000 LoC | C, C++, Go, F#, OCaml, SML, Elixir, Agda, Coq |

N.B. LoC here means *lines [of code] spent*, as per Dijkstra.