

ERIC BAILEY

PERSONAL INFORMATION

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PROGRAMMING LANGUAGES

> 10,000 LoC (Bourne) Shell, Clojure, (Lisp Flavoured) Erlang, Lisp/Scheme (various)
> 5,000 LoC CSS, HTML, Java, \LaTeX , LilyPond, make, Objective-C, Swift
> 3,000 LoC Haskell, [Idris](#)¹, JavaScript, Perl, PHP, Python
< 2,000 LoC [Agda](#)², C, C++, Coq, Elixir, Elm, F#, [GAP](#)³, Go, OCaml, R, Ruby, Rust, VB.NET

SELECT WORK EXPERIENCE

Sportradar *July 2017–Present* Software Engineer, SPORTRADAR
Floating between teams and roles, and working with other offices toward uniformity, I'm leading development of the CI pipeline in Minneapolis.
Tech: Elixir | Haskell | JavaScript | Ruby | Automation | CI | DevOps | Docker | Documentation | GitLab | Helm | JIRA | Kubernetes | nginx | Nix | Property-based testing | RabbitMQ | Redis | Slack | Varnish

Electric Wizardry *2012–Present* Owner, ELECTRIC WIZARDRY
Periodically, I do contract work, which has included [SQL security hole patching](#)⁴, updating a [bespoke kiosk web app](#)⁵ to work on IE8, porting an [interactive Q&A app](#)⁶ from iOS to Android, a custom podcast app for [iOS](#)⁷ and [Android](#)⁸, a [vocabulary-building app](#)⁹ for iOS, and helping develop and maintain a [real-time audience interaction web app](#)¹⁰.

Open Source *2015–Present* Contributor, OPEN SOURCE
Whenever I'm able, I contribute to open source. Refer to my [GitHub](#)¹¹ and [OpenHUB](#)¹² profiles for more information. Notably, I helped improve docstring handling in [LFE](#)¹³, help maintain a [modernized elli and its middlewares](#)¹⁴, and help maintain several [Exercism](#)¹⁵ tracks.
Tech: Clojure | Erlang | Idris | LFE | \LaTeX | Lisp | Nix | Racket | Scheme

Frontend Masters *Aug 2015–Nov 2016* Software Engineer, FRONTEND MASTERS
Starting as an occasional iOS contractor from 2013–2015, I joined [the company](#)¹⁶ full-time in 2016. Soon, my responsibilities shifted from iOS to re-architecting the backend, including codifying the data model, handling DevOps, building an elli-based web app in LFE, maintaining parity with the existing system and 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

invisible friend *May 2014–Aug 2015* Software Engineer, INVISIBLE FRIEND
As half of the core engineering team at this [social media startup](#)¹⁷, 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

Transvoyant *Nov 2014–Jul 2015* Web Developer, TRANSVOYANT
Building on the existing Java-based REST API, I spearheaded development of a new web front end in ClojureScript. It featured a user-customizable, data-driven UI with dynamic rendering and mobile-friendly drag-and-drop.
Tech: ClojureScript | CSS | JSON | React | DevOps | Modular | Mobile | REST

EDUCATION

<i>Associate of Fine Arts in Music</i>	2008–2013	Century College	<i>Select Courses:</i> Statistics, Calculus (CLEP¹⁸), Intro to Logic, Programming Fundamentals, Object-Oriented Programming, Internet Programming: Server-side Applications, Discrete Structures of Computer Science
	2012–2013	Metro State University	<i>Select Courses:</i> Programming with Elementary Data Structures, Computer Organization and Architecture, Computer Networks, The Nature of Language
<i>Undergrad Computer Science</i>			
<i>General Studies</i>	2007–2008	University of Minnesota	<i>Select Courses:</i> Physics, Modern Literature, Film, Political Science

MISCELLANEA

<i>Interviews</i>	FUNCTIONAL GEEKERY: Episode 59¹⁹ “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 Bailey²⁰ Casual interview re: my interest in programming and technology.		
<i>Volunteering</i>	ClojureBridge MN²¹ TEACHING ASSISTANT At two workshops, I’ve volunteered to help women, trans, genderqueer, and gender non-conforming people learn (more) Clojure.		
	UndeadArt.org²² WEB TEAM MEMBER Helped lead the project, participating in discussions and contributing code.		
<i>Spoken Languages</i>	ENGLISH	Native speaker	
	ESPAÑOL	Casi bilingüe	
	ITALIANO	Grammatica e vocabolario di base	
	SVENSKA	Grundläggande grammatik och ordförråd	

NOTES

- ¹<http://idris-lang.org>
- ²<http://wiki.portal.chalmers.se/agda>
- ³<https://www.gap-system.org/>
- ⁴<http://www.rfmoeller.com>
- ⁵<https://www.honeywell.com>
- ⁶<https://play.google.com/store/apps/details?id=com.caspersen.narrative>
- ⁷<https://itunes.apple.com/us/app/tom-barnard-podcast-app/id1131763252>
- ⁸<https://play.google.com/store/apps/details?id=com.tombarnard.show>
- ⁹<https://web.archive.org/web/20130711014544/http://definest.co>
- ¹⁰<https://www.voicehive.com>
- ¹¹<https://github.com/yurrriq>
- ¹²<https://www.openhub.net/accounts/yurrriq>
- ¹³<https://github.com/rvirding/lfe>
- ¹⁴<https://github.com/elli-lib>
- ¹⁵<http://exercism.io>
- ¹⁶<https://frontendmasters.com>
- ¹⁷<https://plink.love>
- ¹⁸<https://clep.collegeboard.org/science-and-mathematics/calculus>
- ¹⁹<https://www.functionalgeekery.com/episode-59-eric-bailey/>
- ²⁰<http://tech.mn/news/2013/08/21/know-this-nerd-meet-eric-bailey/>
- ²¹<http://clojurebridgemn.org/>
- ²²UndeadArt.org