

In 2005 I graduated from the University of Calgary with a B.Sc. in Computer Science and a concentration in computer game programming. I then pursued game development at Electronic Arts, an opportunity that gave me ample experience dealing with very large organizations and software systems, supporting and extending legacy systems, and communicating effectively across multiple teams.

My career as a web developer began in 2007 at Gossamer Threads where I learned the classic LAMP stack. In 2011 I became the first employee, as a software developer, at Unbounce. During my time there I contributed to improving their technical development process, building and maintaining developer tools, designing and improving application infrastructure, maintaining and improving software quality, and assisted with interviewing, hiring and performance evaluations.

I made a large impact at Mogo as a principal engineer where we developed a microservice architecture consisting of independent Ruby services communicating via RabbitMQ and Redis, exchanging HTTP messages through a Go gateway service. We adopted Docker before Kubernetes existed and I developed tools for managing these services. Documentation and tools I wrote are still in use today.

At Lendesk I contributed in a wider capacity than I had previously, taking on leadership responsibilities including driving technical design and addressing technical debt, managing a team of developers, product planning and coordination within the larger organization, documentation and support tools.

My interests these days are strictly in writing and maintaining software, usually in terms of support tools and breaking massive refactorings into iterative pieces. I am passionate about open source software and GNU/Linux. I have been writing software in C since 2016 including a C parser, 3D renderers and emulators. I've been using Zig for similar purposes since 2019. I've been exploring the RISC-V ISA through qemu as a hobby and reading as much information as I can absorb about the Linux kernel and GNU/Linux, *BSD and Plan9 operating systems. My goal is to transition into a low-level programming role.

Sincerely,

Aaron Oman