

Greetings, I am Aaron Oman and I have been developing software professionally since 2005. I achieved a bachelor's degree in Computer Science from the University of Calgary in that same year. I have a broad range of experience from embedded development on videogame consoles to high level cloud orchestration in devops. My specialty is in implementation via software. I have demonstrated experience in building software APIs and maintaining complex software.

My career began with Electronic Arts doing game programming. I worked on 7 games (5 shipped) in various capacities. My favourite experience at EA was developing skinning animation code for the Fight Night Round 3 port to the PS3 on alpha development kits.

I've worked with 5 web companies over 12 years in various high level programming languages including Java, Javascript, Perl and Ruby. I started in full stack development, then transitioned to strictly backend work. My experience includes developing integrations with third party HTTP APIs, building public and private HTTP APIs, test and build automation, and technical documentation.

I hope to transition to writing software in a systems programming language (C, C++, Zig) on real hardware. I crave to work with explicit compilers and compiled code, to see inline assembly while debugging an executable. In support of this direction, the majority of my personal programming projects have been in C and cover topics like compilation, raytracing, real time rendering and videogame console emulation.

I look forward to working with you.

Sincerely,

*Aaron Oman*