

# Aaron Oman

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<https://www.groovestomp.com/cv/>

<https://www.groovestomp.com/code/>

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B.Sc. in Computer Science @ University of Calgary, concentration in Computer Game Design

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## Mogo

Oct 2014 - Jul 2017, Jul 2019 - Aug 2020, Feb 2021 - Present

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Mogo is a fintech company providing loans, prepaid credit cards and bitcoin trading.

### Devops Engineer (February 2021 - Present)

*AWS, Docker, Go, Kubernetes, MySQL, RabbitMQ, Ruby*

My responsibilities include maintaining existing CI/CD pipelines across GitHub, BuildKite, AWS and DockerHub. I am heavily involved in prototyping new build tools and exploring new build pipelines. I assist backend developers with updating dependencies and troubleshooting production issues.

### Senior Backend Software Developer (Jul 2019 - Aug 2020)

*AWS, Docker, Go, MySQL, RabbitMQ, Ruby*

I performed as a de facto technology lead. I improved communication between the backend team and other teams within the company. Of particular note is the improved relations with the devops team, and the enhanced production support we were able to achieve as a result. I was also able to incorporate maintenance into our release cycle so we could actively maintain things like Docker containers and Ruby versions, as well as improve long-standing issues with our internal tooling and libraries.

### Senior Backend Software Developer (Oct 2014 - Jul 2017)

*AWS, Docker, Go, MySQL, RabbitMQ, Ruby*

I had a significant role in designing and building the distributed systems architecture. I built and maintained most of the custom development and deployment tools, and delivered a large part of the product features and business logic. For part of this employment I was in a de facto lead role; developing core libraries and making technology choices.

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## Commit

Aug 2020 - Jan 2021

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Commit matches developers with startups and produces open source software. Their main open source contributions are the Zero framework and several terraform modules built for Zero.

### Staff Engineer (Backend)

*AWS, Docker, Go, Kubernetes, NodeJS, Terraform*

I joined Commit as a senior software developer with some devops experience, looking to learn and grow into a full devops role. Of particular note, this was an opportunity to work in Go on open source software entirely in a Linux development environment. It also allowed me to gain more hands-on experience with Kubernetes and Terraform.

I built backend services and infrastructure in an open source cloud native framework, as well as the CI/CD pipeline for an internal matchmaking web application.

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## Lendesk

Aug 2017 - Jun 2019

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Lendesk is a fintech company building web software to connect mortgage brokers with lenders. Their software specializes in data intake and lender connections.

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## Senior Backend Software Developer, Technical Team Lead

*AWS, Go, NodeJS, PostgreSQL, Ruby on Rails*

I joined Lendesk explicitly in the interest of leading a team and supporting a backend system comprised of multiple applications written in different programming languages. I spent the first 6 months shipping features in order to understand the organization and its challenges. For the next 10 months I operated as a technical lead and a team lead while still developing product code. I managed a team of 4 developers and made incremental improvements to the legacy Ruby on Rails application. I worked with leadership to alter release cycles and processes to better support my team and deliver higher quality product.

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## Unbounce

Mar 2011 - Oct 2014

Unbounce provides a SaaS product for lead generation and A/B testing of landing pages.

## Software Developer

*Apache, AWS, Capistrano, Chef, CSS, Java, Javascript, MySQL, Ruby on Rails*

Unbounce was an excellent opportunity to contribute in multiple capacities. I joined as the first official hire and was responsible for development, documentation and maintenance of their public HTTP API. Additionally, I developed product features, integrated the product with third parties, and built developer tools and automations. This was an opportunity to gain experience with the Ruby programming language.

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## Electronic Arts

Jun 2005 - Sep 2007, Feb 2010 - Feb 2011

EA is a videogame developer and publisher.

## Software Developer (Feb 2010 - Feb 2011)

*ActionScript, C++*

I worked for the central online UI team embedded with FIFA 11. I collaborated closely with the online game mode team to develop features. I programmed primarily in Actionscript, but audited and implemented C++ code as well.

## Junior Software Developer (Jun 2005 - Sep 2007)

*ActionScript, C++, C#, Maya, Perl, various proprietary SDKs*

I contributed to many teams across several disciplines, spanning titles both cancelled and released for the 6th and 7th generation of home consoles.

The standout role here was on the Fight Night team, developing software for non-final hardware using incomplete tools with libraries that didn't fully support that platform yet. This involved working very closely with external parties.

- Animation skinning code on PS3 alpha development kits (Fight Night Round 3 PS3)
- Custom audio asset pipelines with C# (Fight Night Round 3 PS3)
- Maintenance of custom Maya plugins for asset builds (NBA Street Cancelled Project)
- Creation of new Maya plugins for integrating with in-shop C# DB (Cancelled Project)
- UI programming: career mode, player select, online play, etc (Fifa 11, NHL 08, Marvel Nemesis)
- Build automation (NCAA March Madness 08)

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## Gossamer Threads

Oct 2007 - Jun 2009

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GT provides server hosting and used to develop, deploy and maintain its GLinks and GForum software.

### Software Developer

*Apache, CSS, Javascript, MySQL, Perl*

I primarily maintained existing installations of their proprietary GLinks software for clients. I did minor development of features on their forum product called GForum.