

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

Mogo

July 2017 - Present

Mogo is a fintech company providing an all-in-one web solution for onboarding customers, ingesting applications, doing product qualification and connecting with third party lenders for loan origination.
AWS, Docker, Go, MySQL, RabbitMQ, Ruby

Senior Software Developer (Backend)

Build product features, drive technology, support production issues.

I returned to this role so I could deliver solutions for production issues and to resolve communication barriers slowing product development.

Lendesk

Aug 2017 - June 2019

Lendesk is a fintech company building web software to connect mortgage brokers with lenders. They are fully SOC2 compliant. Their software specializes in data intake and lender connections.
AWS, Go, NodeJS, PostgreSQL, Ruby on Rails

Senior Software Developer (Backend)

Build product features, integrate with third party services, incrementally improve legacy technology, improve developer workflows.

I chose this position due to identification with the product, and big opportunities in leadership and architecture.

Technical Team Lead (+ Backend)

Ensure consistent delivery of product, manage the health of the team, drive technology where possible, conduct 1-on-1s, performance reviews.

I opted into this role to address apparent issues impacting the consistent delivery of quality features by my team. This specific role lasted for 10 months, from April 2019 through January 2019.

Mogo

Oct 2014 - Jul 2017

AWS, Docker, Go, MySQL, RabbitMQ, Ruby

Senior Software Developer (Backend)

I had a significant role in designing and building the distributed systems architecture, build and maintained most of the custom development and deployment tools, and delivered a large part of the product features and business logic.

I chose this role because of a good product pitch and a desire to enter the financial industry and learn about transactions and loan products.

- Desiged RabbitMQ routing
 - Built microservice framework
 - Built microservice maintenance and deployment tool
 - Built several microservices
 - Wrote automated test suite
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Unbounce

Mar 2011 - Oct 2014

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

Apache, AWS, CSS, Java, Javascript, MySQL, Ruby on Rails

Software Developer

Build product features, integrate with third party services, build and support the public API, build developer workflow tools, and support the production system.

- Public API development, documentation and support
- Developer workflow tools in AWS with Chef
- 3rd party lead capture integrations

Electronic Arts

Feb 2010 - Feb 2011

EA is one of the largest videogame developers and publishers in the world; focused on bleeding edge technology with strong performance demands running on constrained systems.

ActionScript, C++

Software Developer

UI features on the FIFA development team.

I shipped software on the 7th generation of home consoles.

Gossamer Threads

Oct 2007 - Jun 2009

GT provide web software, site installations and maintenance of said software, and server hosting.

Apache, CSS, Javascript, MySQL, Perl

Software Developer

Develop and maintain installations of GT software, develop subsequent versions of GT software products.

I chose this position as an opportunity to learn about web technologies.

- Feature development with CSS, Javascript and Perl
- Site customization with Apache rewrite, .htaccess

Electronic Arts

Jun 2005 - Sep 2007

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

Junior Software Developer

Game UI features, graphics pipeline tools, audio tools and engine integration. I shipped software on the 6th and 7th generation of home consoles.

- 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)