

# GUY JOHN

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## EXPERIENCE

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### **Pusher**

*Platform Engineer*

August 2014 to Present

*London*

- Primarily involved in building a new distributed messaging bus for the Pusher software stack.
- Codebase was heavily event driven, much of it utilising the Ruby event machine library.
- A very small development team meant that roles changed regularly, shifting between support, core engineering and ops.
- Very much a polyglot environment using mainly Haskell, Ruby and Javascript, but with many other languages used for client libraries and small tools.

### **Mind Candy**

*Tools Software Engineer*

April 2012 to July 2014

*London*

- A highly varied role that involved building internal tools, maintaining third-party software, supporting product teams and making sure knowledge was shared.
- Projects were mostly web based tools to solve problems around deployments, dependency management, asset tracking, game community management and HR tasks.
- Also responsible for maintaining continuous integration systems and training other developers on how to use them.
- Team used the Kanban methodology because of the sometimes erratic nature of incoming work.
- Mix of Scala/Play Framework, Backbone/Angular and Python with PostgreSQL, Elastic Search and Cassandra databases.

### **Fidessa Plc**

*Operational Engineer*

Jan 2009 to April 2012

*Woking, Surrey*

- Part of a small support and development team, mostly responsible for creating tools to aid long term capacity planning and server management.
- Began as a general operations engineer, but moved into a more development oriented role as tools became more widely used.
- Heavily involved with talking to tool users, gathering requirements and task prioritisation.
- Tech used was a fairly standard Apache, MySQL, PHP stack running on Solaris.
- Also wrote non trivial amount of TCL for interfacing with other internal company systems.

### **Sharp Telecoms**

*QA Tester*

October 2008 to November 2008

*Bracknell, Berkshire*

- General QA and bug finding on pre-release phone handsets.
- Responsible for writing test scripts and making sure they were comprehensive.
- Working as part of a large QA team and organising work split amongst team.

### **Adepra Inc**

*QA Tester*

June 2005 to April 2006

*Reading, Berkshire*

- Testing and reporting on large automated phone systems.
- Tasked with fully investigating and documenting potential bugs.
- Large amount of time spend liaising with developers to discuss expected behaviours and arrange regression testing.

## EDUCATION

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### University of Reading

2005 to 2008

*BEng Electronic Engineering 2.1*

- Final year project was to create an analogue drum machine.
- Learnt to program in C, C++ and some amount of assembler, primarily targeting embedded micro-controllers,
- Also gained a solid grounding in DSP theory and engineering mathematics.

### Eton College

1999 to 2004

**A Levels**        Physics, Maths and Further Maths

**AS Levels**      I.T. and Electronics

**GCSEs**            English, French, Latin, Chemistry, Physics, Biology, Maths, Electronics

## TECHNICAL SKILLS

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**Languages**        Haskell, Scala, Python, Javascript, Ruby, PHP, Bash, TCL, C

**Frameworks**      Play, Backbone, Angular

**Databases**        MySQL, PostgreSQL, Redis, Cassandra, Elastic Search

**Tools**             Git, SVN, Puppet, Vagrant, General \*nix sysadmin

**Management**    Agile Development Practices, DevOps, Continuous Integration

## INTERESTS

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I'm heavily interested in the cross over of code with art and music, and have created or been involved with a number of projects along these lines. I am one half of LiveCodeLab, a duo doing live coded audio visual performances at venues ranging from boat and warehouse parties to the London Science Museum. At the end of 2013 I was involved with an installation in the Puerto Rico Museum of Art, writing the software for a computer controlled, reconstructed piano as part of the Lexus with the Arts program. I also produce music and play guitar, though primarily for my own pleasure.

Outside of coding and art, I'm a keen rock climber and juggler, both of which combine my enjoyment of problem solving, whilst letting me get away from the monitor. Whilst at university I become part of a circus troupe, through which I was able to perform at a number of festivals and shows, both in the UK and abroad.

Public speaking is something I enjoy and am always looking for opportunities to do more, whether that be in a technical capacity or otherwise. I've previously presented on subjects ranging from software tool development to language design for live coding environments.

## LINKS

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A number of my projects, experiments and papers can be found on my website at <http://rumblesan.com/>

My github account can be found at <http://github.com/rumblesan/>