

# GUY JOHN

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## EXPERIENCE

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### **Echo**

January 2018 to June 2018

*Contract Senior Software Engineer*

*London*

- Echo is a small startup operating and building a pharmacy and adherence mobile app.
- The work was primarily focussed on helping to migrate a previous, mostly monolithic backend application onto a Kubernetes hosted micro-services infrastructure.
- Services were predominantly built in Go, exposing gRPC endpoints, but with a small number of node.js services where suitable.

### **Red Badger**

September 2017 to December 2017

*Contract Senior Software Engineer*

*London*

- Red Badger is a specialist in helping large, often enterprise-level, organisations execute their digital transformation strategies.
- The aim of the project was to help a high-street bank migrate services onto their new cloud infrastructure as well as introduce new ways of working that would then feedback to the larger organisation.

### **ustwo**

August 2015 to August 2017

*Senior Fullstack Developer*

*London*

- The agency nature of the company meant that the working environment was geared around medium length projects using a wide range of technologies. Because of the very product focussed mindset, pragmatic solutions that furthered clients objectives were generally preferred over 'perfect' engineering.
- A large proportion of the work was centred around product discovery in combination with user testing. The aim being to validate or disprove ideas as quickly as possible.
- Projects were mainly React.js with either Node or Python backends. Some amount of Scala/Play framework used at points.

### **Pusher**

August 2014 to July 2015

*Platform Engineer*

*London*

- Primarily involved in building a new distributed messaging bus for the Pusher software stack.
- 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**

April 2012 to July 2014

*Tools Software Engineer*

*London*

- A varied role involving building internal tools, maintaining C.I. systems, supporting product teams and making sure knowledge was shared.
- Mix of Scala/Play Framework, Backbone/Angular and Python with PostgreSQL, Elastic Search and Cassandra databases.

### **Fidessa Plc**

Jan 2009 to April 2012

*Operational Engineer*

*Woking, Surrey*

- Part of a small support and development team, responsible for creating capacity planning and server management tools.

## EDUCATION

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### University of Reading

2005 to 2008

*BEng Electronic Engineering 2.1*

- 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, Go, Scala, Python, Javascript, Bash, C

**Frameworks**    Play, React, Express, Flask, Django, Lile

**Databases**     MySQL, PostgreSQL

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

**Infrastructure** AWS, Google Cloud, Kubernetes

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

## 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, having now spent a significant amount of time climbing outside around the U.K. My decision to start contracting was mainly down to wanting more flexibility in how I work so I can spend more time falling off cliffs.

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/>