

CODY DJANGO REDMOND

414-1298 10th Avenue West, Vancouver, BC, V6H 1J4

604.445.9509

codydjango@gmail.com

codydjango.com

STATEMENT

For the past ten years I've consistently and passionately pursued the path of a product-oriented programmer and software architect, choosing to work on projects that leverage my experience while allowing for exploration and adoption of new technologies in a rapidly-changing industry.

I enjoy working with others, and I value communication and a positive and productive work environment. I'm seeking either a senior software developer position or a team leadership role.

EXPERTISE

- Javascript (ES5, ES6, Typescript), Python, PHP, C#, HTML5, CSS3
- Django, Flask, Laravel, NodeJS, ReactJS, Angular, Backbone, Grunt, Gulp, JQuery, Cordova/Phonegap
- Postgresql, PostGIS, MySQL, SQLite, Mongo, Redis
- Git, *nix, Amazon Web Services, Digital Ocean
- Lean, Agile, TDD, Clean Code, SOLID principles, Simple Design
- Legacy refactoring, software architecture and maintenance, leadership and mentoring

EMPLOYMENT

- **Powershifter, Vancouver**
Senior Software Developer
March 2015 - Present
 - Technical lead on integrated team at Telus Digital.
 - Legacy refactoring of core systems crucial to purchase flows.
 - Active training and mentorship to junior and intermediate developers.
 - Facilitate migration to new technology platform (from PHP to isomorphic JS).
 - Contribute to team capacity planning.
- **GuestDriven, Montreal**
Client-side Systems Architect, Software Developer
July 2013 - August 2014
 - Designed and developed a mobile cross-platform (web, iOS, Android) single-page application shell (Grunt, Backbone, CSS3).
 - Designed and developed a flexible build system for producing and deploying branded client applications.
 - Created a reusable CSS library for the GuestDriven application suite.

- Created a reusable collection of JS widgets for use across the GuestDriven application suite.
- **ImaginaryGames, Vancouver**
Lead Programmer
January 2013 - July 2013
 - Six months of mentorship at Montreal's Execution Labs indie-gaming incubator and go-to-market accelerator, with a special focus on iteration, monetization, and data analysis.
 - Developed two functional prototypes in the research and development phase of a scalable and asynchronous free-to-play mobile game.
 - Client application in Unity3d (C#) with NGUI GUI framework.
 - Server application built on Player.io/Yahoo Games Network.
- **Archerra Analytics, Vancouver**
Web Developer
March 2010 - December 2012
 - Developed a python-powered Geographic Information System application backend for querying, crunching, and GIS mapping of market data (opportunity, penetration).
 - Source data from a variety of datasets (client-provided consumer data, public consumer data, proprietary data).
 - Data processing used an OLAP cube dimensional model with a star schema.
 - Built on Postgresql, Postgis, Mapserver, Tilecache and OpenLayers.
 - Single-page JS application front-end built with Backbone and Ext.js.
- **Invisible Hands, Montreal, Toronto**
Co-founder, Technical Director, Lead Programmer
January 2008 - February 2015
 - Worked with clients to assess business needs and produce effective solutions.
 - Facilitated design and development of content-rich responsive websites and experiences.
 - Predominantly Python/Django/MySQL/SASS/Git development
 - Integrations with Facebook, Twitter, OpenGraph, Stripe, Paypal
 - Contracts with a variety of agencies and organizations.

EDUCATION

- First Cohort, Execution Labs, Montreal, QC, 2013.
- BA Political Science and Philosophy, Concordia University, Montreal, QC, 2005-2010.
- Maple Ridge Senior Secondary, Maple Ridge, British Columbia, 2000.

PERSONAL

- Live music community organizer, Feats of Strength, Montreal, QC, 2006-2008.
- Committed to a healthy lifestyle including boxing and strength training.
- Electronic music creator; healthy obsession with drum machines and synthesizers :)