

## Experience

### Software Engineer, BAE Systems AI

June 2015 - present

- Responsible for end-to-end software life cycles; design, implementation and maintenance
- Focusing on Java development, supplemented with Python, Ruby, JavaScript, and C++
- Reducing developer overhead by 90% through automated provisioning
- Working on security-critical distributed systems expected to handle 10k+ concurrent users
- Developing web-based user applications in TypeScript, React
- Creating and maintaining AWS deployments
- Championing effective, long-term continuous integration and test frameworks

### Research Associate, Lancaster Univ.

May 2014 - March 2015

- Evaluated performance and usability of OpenCache, an SDN HTTP caching platform
- Developed a network load balancer in Python leveraging OpenCache's API
- Contributed to research evaluating OpenCache's performance as a failover load balancer during HTTP adaptive streaming (MPEG-DASH)

## Education

### Lancaster University

October 2011 - June 2014

Computer Science, BSc - 1st class honours

## Skills

Comfortable with Java, Python, JavaScript, Shell, and Lua. Familiar with Go, Ruby, C++, and Rust.

Strong Linux/macOS background. Versed with a variety of DevOps and automated provisioning tools including Docker, Kubernetes, Ansible, and Packer. Fluent in git.

Experience with web development. An engineer with an affinity for design and user experience.

## Points of Interest

### sInterface

<https://ui.baildon.co>

A user interface for World of Warcraft

### OpenCache: A software-defined content caching platform

<http://ieeexplore.ieee.org/document/7116129/>

A paper discussing novel contributions to running a CDN on commodity hardware

## Contact and Profiles

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