

Leland Batey

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<http://github.com/lelandbatey>

Skills

- Languages: Go, Python, C, C++, Javascript, C#, Rust, HTML, CSS
- Software Development: Test driven development, distributed systems, continuous delivery, revision control
- Tooling: Linux, Git, Go, GCC, Clang, node, Emscripten, Visual Studio, Xcode7
- OS Experience: Linux, Windows, OS X
- Team: Agile, goal tracking, responsive management, organizer

Public Work

whereis.lelandbatey.com, [Github link](#)

- *Python*
- Implemented a site to publicly display the location of Leland Batey, updated in real time, as well as tools for GPS data analysis and visualization.

[GifMachine](#), [Github link](#)

- *Python*
- Web service for creating animated .gifs from YouTube videos. Video and image processing delegated to `ffmpeg` and `ImageMagick`, respectively.
- From 2013 to 2015, created 120,000+ animated gifs, and served those gifs millions of times.
- No longer operating as a public site, though the code is still public.

[Bouncing Blocks](#), [Github link](#)

- *C, Javascript*
- Implemented a toy C program to display bouncing particles in the terminal. Carefully audited for memory safety and optimized for maximal memory efficiency, runs 2x as fast as a naive C implementation, and 50x as fast as a dynamic implementation in a language like Python.
- Built with a portable core, it's compatible with Javascript through Emscripten and viewable in browser. [Demo here](#).

[Card-raytracer-rust](#), [Github link](#)

- *Rust*
- A reimplement of the famous "Raytracer that fits on a business card", written in Rust.

Work Experience

Software Developer Engineer

Tune, Inc, *Seattle, WA*
May 2016 - Present

- Software developer building distributed tools and systems for Multiverse.com, an ad-spend analytics platform
- Co-author of [go-truss](#) a development tool for fast iteration of Go based service oriented architectures

Web Developer Internship

Pacific Northwest National Laboratory, *Richland, WA*

May 2014 - September 2014

- Internship as a web developer for inter-government projects as part of the TETHYS team
- Built sites and custom CMSs for projects such as [EMSL](#) and [TETHYS](#) using Drupal and PHP

Co-Founder

Lumen Gaming, LLC, *Redmond, WA*
November 2011 - July 2013

- Co-founded Lumen Gaming, LLC, a Minecraft server hosting provider.
- Built, installed, maintained and managed a mix of physical and digital infrastructure. Automated deployment provided Minecraft servers for ~11,000 Minecraft players.
- Worked as customer support and systems administrator maintaining the security and functionality of all company infrastructure.

Chief Technical Officer

StudentRND, *Bellevue, WA*
November 2011 - August 2012

- Managed workspace operations, maintained infrastructure, and acted as the technical coordinator of events.
- Organizer of CodeDay August 2012, involving marketing, acquiring sponsors, and arranging for speakers and mentors. Attended by over 100 students from the Seattle area.

Education

- Computer Science Bachelor's Degree, Washington State University
– Graduating autumn 2017