

# John Aldis

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## Profile

I am a software developer focusing on user experience. I develop for desktop, mobile and the web, with high production values and an appreciation for thoughtful human interface design. I work to complement my own deliverables by being a catalyst for personal development in others: I have a proven talent for bringing out the best in people, and I am looking to take on roles which make more use of my technical leadership skills.

## Employment History

### Independent App Development (2016–present)

*Self-Employed iOS App Developer*

I am currently developing a number of small projects for release on the iOS App Store. The first of these is expected to be complete in late January 2016.

### Software Developer, Gambit Research (2011–2015)

*Software for online betting syndicates*

Gambit Research is a software company that produces systems for trading on online sports betting markets. Since most code at Gambit is used internally, the company operates a fast release cycle, deploying code as soon as it is ready, with little formal process. While at Gambit, I was involved in all stages of the project lifecycle from brainstorming to deployment, and became individually responsible for many of the tools used by the trader operations team.

- **Event Mapping System** — Written in Erlang, the mapping system takes messy data from a variety of sources and heuristically determines which pieces of data correspond to the same event. Prior to my improvements, mistakes made by this system frequently resulted in the company being unable to trade on a particular event for so long that the valuable opportunities had been lost. I designed and implemented a major feature to allow the trading team to fix mistakes quickly and easily without developer involvement. My software reduced the time taken to make a correction from a couple of hours to a couple of seconds.
- **“Teams” Data Input Tool** — As a result of my work on the backend of the event mapping system, I took on the position of lead developer on the associated data input tool, written in Python with an HTML/JavaScript frontend. I streamlined the user flow through this tool, using WebSockets, AngularJS and Bootstrap to write a new and improved interface which shows changes to the data live on the same page and allows more than one mapping operation to be in progress simultaneously. I later rewrote much of the tool using ReactJS and ReactiveX to make the interface more responsive. My work sped up the process of adding a team mapping, reducing the operation time from around 60 seconds to about 1 second.

- **“Anna” Monitoring Tool** — I took on the position of lead developer for the tool which allowed the trading operations team to monitor the active trading decisions. This was a Qt application written in Python, which ran on both Linux and Windows. My major contribution to this application was a completely new view on the live trading data which lays the data out in a more logical manner, making it easier to understand. This improved view made the interface clear and direct while also improving the information density sufficiently that it could replace two of the old tabbed views.
- **Company Website** — In 2014 I led a complete rewrite of the company website to make the company more attractive to potential recruitment applicants. The process included obtaining versions and revisions of website copy from interested parties in the company, which I then rewrote into a coherent voice and style, reporting directly to the CEO. The new website received a very positive response from the CEO and company founders, as well as being referenced positively by several job applicants.
- **Recruitment** — I was heavily involved in the recruitment process at Gambit, reviewing CVs and taking interviews by telephone and in person. I also interviewed candidates in a supervised online process using CoderPad, and later participated actively in reviewing code submitted via Codility.

## **Co-designer & Development Lead, Double & Thrice (2009–2010)**

*Independent app development*

When the iPhone OS SDK was announced in 2008, a friend and I quickly decided that we wanted to try our hand at writing iPhone apps commercially. Our first project was *iSoulmate*, a “test balloon” novelty app to calculate the compatibility of two people based on “the finest pseudo-scientific principles” of biorhythms. When this was successful, we moved onto a project idea that I had been considering for some time: *In My Pantry*.

*In My Pantry* was an app to track grocery inventory and use this information to manage smart shopping lists. I was responsible for almost all the coding on the project, as well as sharing design responsibilities with my colleague. Working on this project required a great deal of focus, coupled with an open attitude to debate and discussion. Between us, we worked to refine the purpose of the app and streamline the user interactions so that the function the user wanted was never more than “three taps away.”

## **Teaching Assistant, University of Warwick (various, 2004–2010)**

*Academic Teaching in the Mathematics Institute*

While studying for my PhD, I taught a number of different undergraduate classes at the University of Warwick. This included teaching groups of between one and twenty people.

## **Developer, Topologika Software (various projects, 1996–2004)**

*Educational games for schools*

During my gap years and alongside my education, I worked for Topologika Software on several piecemeal contracts, developing educational games for schools.

## Education

### University of Warwick (1999–2011)

*Ph.D — Mathematics — 2004–2011*

*MSc — Mathematics (by Research) — 2003–2004*

*MMath — Mathematics (2:1) — 1999–2002*

My Ph.D was supervised by Ian Stewart. For my thesis, I developed a unified theory of symmetries of networks. During this time I published a paper, “A Polynomial Time Algorithm to Determine Maximal Balanced Equivalence Relations” in the *International Journal of Bifurcation and Chaos*.

### Truro College (1996–1998)

*A-levels — Mathematics (A), Further Mathematics (A), Physics (A), French (C)*

*AS-level — Computing (B)*

## Technical Skills

- User Interface/User Experience design: 10+ years.
- iOS app development: 6 years.

### *Languages*

- C: 10+ years.
- Cocoa/Objective-C: 10 years.
- Python: 9 years.
- Erlang: 5 years.
- SQL: 5 years.

### *Web*

- HTML: 10+ years.
- CSS: 9 years.
- JavaScript: 9 years.
- jQuery: 4 years.
- AngularJS, Bootstrap, WebSockets: 2 years.
- ReactJS, ReactiveX: 1 year.

## Other Activities and Interests

I have a keen interest in amateur dramatics. I act and sing in operas from Gilbert & Sullivan to Verdi. I have translated a number of operas into English, including translating *Hansel and Gretel* in a project supervised by Kit Hesketh-Harvey. I have also directed several Gilbert and Sullivan operettas, ranging in scale from small touring productions to large theatre shows.

I have also used my leisure time to pursue and refine my coding and design skills: while employed at Gambit Research, I spent some evenings and weekends keeping my iOS knowledge up-to-date by writing a number of small applications for my own use, several of which I am now developing for release on the App Store. I also assisted with the design of *UK Transport*, a point-to-point “public transport SatNav” application for iOS which is available on the App Store.

I also enjoy playing and designing board games, folk dancing and ice skating.