

Guy Taylor

Software Engineer with over three years experience

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SUMMARY

I am a Software Engineer with over three years experience working in large distributed web, analytics and machine learning systems. Working independently and in small teams, I have produced highly available systems at scale in an agile way as well as maintaining legacy systems in a pragmatic way. I have experience working on embedded systems, with power constraints, as well as global fleets of cloud services, with low latency requirements.

I am an enthusiastic person who enjoys research and development of cutting edge technologies. Producing novel solutions to adapting requirements I strive for elegant solutions but am also able to prototype quickly.

Outside of work I have a passion for the outdoors and photography. I find working with wildlife and getting into the wilderness a great antidote to the sometimes intangible aspects of software development.

EXPERIENCE

Freelance — Developer & Travel

JAN 2016 - PRESENT

Focusing on maintaining my skills while traveling I worked on several open source projects as well as building small web sites.

Amazon — Software Development Engineer

MAY 2012 - JAN 2016

I primarily worked on the Dynamic Advertising program. This team serves millions of personalized adverts to Amazon customers worldwide, buying impressions in real time auctions and algorithmically delivering the most relevant advert at the correct price. This involved working on large scale, low latency services connected to multi terabyte machine learning and analytics platforms.

Lisle Design — Assembly & Testing Technician progressed to Software Developer

MAY 2007 - JAN 2008 & MAY 2009 - SEP 2009

I worked for a start-up company progressing through production, testing, development and finally to R&D. This all centred around low power and easy to use appliances and a Bluetooth to Email transport system for low end mobile phones. Within these roles, I worked on optimised firmware flashing tools, SD card and file system recovery tools, mobile phone applications and embedded assembly working with custom first and third party electronics.

SKILLS

Java, Python, Rust & C

SQL & Analytics

HTML5 & Javascript

Cloud, AWS & GCP

Git, CI & CD

Linux & Bash

Wireless & embedded hardware

EDUCATION

The University of Edinburgh — BEng Software Engineering, Informatics

SEP 2008 - MAY 2012

Completed the first year of an Electronics and Computer Science degree. Then specialised in Software Engineering with a focus on embedded system, FPGAs, Operating Systems and Databases.

AWARDS

US Patent A system of "Video advertisement customization by compositing"
US9894423B1

Keywords

Java, Python, Rust, C, C++, Javascript, HTML, CSS, Git, SVN, Bash, Shell, Linux, wireless, Bluetooth, ARM

PROJECTS & OPEN SOURCE CONTRIBUTION

Please see <https://www.thebiggerguy.com/contributions/> for a more comprehensive list.

Photo Oxide — *Rust*

A Google Photos FUSE filesystem to provide convenient access to stored photos and videos.

Docker ADS-B — *Docker & Bash*

A set of Docker containers to receive, decode and distribute ADS-B messages. These isolate the conflicting ADS-B software systems and allow several projects to run on a single hardware platform.

Restful SunSave — *Rust*

RESTful API wrapper to a Modbus interface on a solar panel charge controller. This involved working with the libmodbus project at its Rust bindings.

GnuCash — *C/C++ & Python*

I submitted several fixes and enhancements to the Python bindings for the GnuCash accounting software.

S.A.N.E — *C*

I added support for a Canon scanner to the S.A.N.E scanner system for Linux. This involved reverse engineering the USB protocol as well as understanding the Linux USB stack.