REILLY WOOD

reilly.p.wood@gmail.com

604-537-3054

reillywood.com

github.com/rgwood

#203 1689 East 13th Ave Vancouver, BC, Canada V5N 0A5

Profile

I'm a polyglot full-stack programmer who has mostly worked in finance, and I'm pretty good with databases, Rust, .NET, Linux, and Windows. Outside of work I'm a member of the core team for Nushell (a Rust command-line shell with 28,000 GitHub stars).

Work Experience

Software Engineer, UrbanLogiq — April 2023-present

Full-stack development, working on an OLAP database written in Rust using Arrow DataFusion and a React+TypeScript front-end.

Open Source Sabbatical — March 2022-April 2023

Took a break to work on Nushell full time.

Tech Lead, Canalyst — March 2020-March 2022

Helped Canalyst build out their next generation of tooling for equity analysts. Mostly C# on the front-end and back-end. Did a lot of performance work and built some neat interactive debugging tools (ask me about them!).

Systems Developer, Orbis Investments — 2011-2019

Developed back-end and front-end software for market data and fund accounting systems. Frequently used technologies: C#, TypeScript, SQL Server, Kafka, Angular, Node.

Launched and led a 3-person SRE team responsible for prioritizing and implementing urgent features and bug fixes.

Lead developer for a pricing system that captures and validates large volumes of financial data from over 15 different third-party providers.

Education

University of British Columbia — BSc. Computer Science, 2011

Open Source

Prolific open source developer (GitHub: <u>rgwood</u>). My portfolio can be found at <u>reillywood.com/projects</u>. Some projects I'm proud of:

- <u>Nushell</u>, a modern command-line shell written in Rust. I work on Nushell
 with a team of many other talented people, but I focus on performance,
 database integration, <u>CI</u>, and Linux+Windows OS integration.
- <u>Escape Artist</u>, a terminal debugging tool in Rust
- <u>ReiTunes</u>, my personal music system with offline-first metadata synchronization and multiple clients