William Riley-Land, PSEM

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Summary

For over 15 years I have been working with Fortune 500 companies, start-ups, and small businesses, helping them meet the level of quality needed by their users. I am a focused and diligent worker and am widely familiar with coding practices, so I am able to come up to speed on new projects and problems quickly, and deliver results at an impressive pace.

Among my innovations was the development of Baucis, a software tool that allows you to build scalable REST APIs while reducing development costs in time and money. It was downloaded over 96,000 times in the 30 days following its 1.0.0 release in 2015. Baucis has been used by several successful commercial projects in production, and has inspired people across the globe to give talks and write blog articles about it.

I thrive on engaging and challenging projects that require innovative thought and unique solutions. If you are facing software projects that will have a profound impact on your organization, I'd welcome the opportunity to share my thoughts on how to best develop them.

Experience

Software Engineer
Kun.io Labs LLC
Feb 2022 - Present (10 months +)

Senior Software Engineer
Left Hook
Nov 2021 - Feb 2022 (4 months)

Software Engineer Consultant
Kun.io Labs LLC
Jul 2021 - Nov 2021 (5 months)

Owner
Kun.io Labs LLC
Mar 2020 - Jun 2021 (1 year 4 months)
Working alongside my wife Sarah, we shared childcare responsibilities and daily operations duties during the initial phases of COVID-19. We augmented her e-commerce trade under the Big Tree Books and Such d.b.a.

Senior Software Engineer
NearForm
Jul 2018 - Feb 2020 (1 year 8 months)

Worked remotely using Node.js to provide back-end web development to enterprise companies. Among my accomplishments were:

► Feature development for an orchestration proxy at a top 5 Fortune 500 company. This API ran across 1,000 instances and served up to 18,000 requests/sec.
► Helping to design and implement a project acellerator using TypeScript, React, and AWS CDK

I also published an article "Avoiding Common Hurdles in Unit Testing" that was picked up by Node Weekly (issue #252) and DZone.

NearForm was founded in Ireland in 2011 and was the first professional services software company in Europe to go all-in on Node.js. With over 200 employees, they are located across 27 countries worldwide and work with clients both on-site and off-site.

K Open Source Consultant

Kun.io Labs LLC

2011 - 2018 (8 years)

Kun.io is a company that provides software development services using open source software, custom code, and cloud hosting to exceed client expectations in meeting their business goals.

For over 7 years I worked as a software engineer, both coding and providing consulting to clients about the best tools and technologies to use. I worked with clients ranging from startups to enterprise companies.

During this period, I had some outstanding accomplishments including:

► The implementation of an OIDC and SAML 2.0 authentication module for a global consultancy
► Open source development for NearForm
► Implementing content and admin APIs for a Fortune 500 company's new app
► Building a closed source smart fuzzing tool
► Coding improvements to a Bitcoin ATM management tool
► Worked with a US healthcare company whose clients include Fortune 500 tech leaders to help design and build JWT security infrastructure.
► Worked with NearForm and Condé Nast to build improvements for websites such as GQ, Vanity Fair, Golf Digest, and Teen Vogue. These web properties served 86MM page views/month at that time.
► Worked with NearForm to implement scaffolding and caching for CoderDojo's Community Platform
► Implemented a prototype of distributed computation server software to aid a Ph.D.'s research
► Designed and developed a closed-source MongoDB ODM

Some of my earlier accomplishments included:

► Designing and developing an MVP REST API and cloud architecture for an app used to locate and pay medical professionals
► Designing & developing a ticket system UI, REST API, & email interface for a Fortune 500 enterprise
► Building an app used to browse educational standards for Navigation North Learning Solutions
► Implementing features for a 4G cellular ISP's business management system
► Developing a feature selection algorithm for an AI company's natural language processing app

Software Engineer

Jul 2010 - Jul 2011 (1 year 1 month)

Web application design and development. Perl, MySQL, Redis, Node.js, socket.io, CPAN. Natural Language Processing, Machine Learning. Test-Driven Design, Agile Methodologies.

Programmer Analyst

University of Missouri-Columbia

Dec 2006 - Feb 2010 (3 years 3 months)

Web application design and development. C#, Microsoft SQL Server 2008, NUnit, NHibernate, jQuery, Windows, Linux. Received certification to work with HIPAA-protected data. Built the software for the Missouri Student Survey 2010, among other tools for public eduction. The MSS had approximately 200,000 users over a two month period.

Programmer

Zero1Tek, LLC

Jul 2004 - Jul 2006 (2 years 1 month)

Web application design and development. C#, PostgreSQL.

Technical Assistant

University of Missouri-Columbia

Jan 2003 - Jan 2005 (2 years 1 month)

In-office support for the College of Arts & Science — approximately 1,000 faculty, staff, and graduate students. Software / hardware / network maintenance and troubleshooting.

Mac OS X, Mac System 6, 7, 8, 9, Windows XP, printers, computer lab installation and maintenance, moving many large and heavy objects, drove a golf cart around campus!

Education

University of Missouri-Columbia

BA, Interdisciplinary Studies in Computer Science, Math, and Music Composition

2001 - 2006

Computer Science, Math, Music Composition. Calculus, Analytic Geometry, Differential Equations. OpenGL, Digital Systems, Motorola 68HC11. Italian Language. Humanities, Philosophy, Art. Handwriting music manuscripts, Finale, CSound.

Missouri University of Science and Technology

Continuing Education, Computational Intelligence

2011 - 2011

Fall Semester 2011

CS348 - Evolutionary Computing

Performed two research experiments. One experiment evolved genetic algorithms that implement AIs to play a simple game. Co-evolution and multithreading were employed. The other experiment optimized a network defense problem. Each experiment was described in a research paper.

https://github.com/wprl/Evo

Imperial College London
Missouri-London Program, Study Abroad
2000 - 2000
Spring Semester 2000

Licenses & Certifications

Professional Software Engineering Master Certification - IEEE
Issued Mar 2017 - Expires Mar 2023

Blockchain Essentials - Linux Academy
303193

Triplebyte Certified Generalist Software Engineer (Top 10%) - Triplebyte
WHR61FO

Advanced Technical Analysis - Investopedia

Ultimate Rust 2: Intermediate Concepts - Udemy
UC-be2d0165-85e9-453b-8fac-a9dbe62c5b8e

Advanced Trading Algorithms - Indian School of Business | Coursera
X3BVJ7F2MRUY

Analyze Stock Data using R and Quantmod Package - Coursera
TKMTX62FM8L2

Skills

Test Automation • Software Development Life Cycle (SDLC) • Node.js • JavaScript • Software Development • Web Applications • Agile Methodologies • Test Driven Development • TypeScript

Honors & Awards

Top 10 Most Viewed Writers in npm (2016) - Quora
Dec 2016

Notary Public - The State of Missouri
Dec 2015

I was a commissioned and bonded Notary Public in Missouri 2015-2019.

Top 3% StackOverflow (2015) - StackOverflow
Nov 2015

MongoDB Open Source Hack Contest - MongoDB, Inc.
Jul 2014

Because my open source project Baucis won this contest, I received a free 3-day pass to OSCon 2014 in Portland, Oregon. OSCon was awesome!

Top 5% most active GitHub users for JavaScript (2014) - Open Source Report Card
Jun 2014

Top 2% StackOverflow (2016-2021) - StackOverflow
Nov 2021