

Brit Butler

CONTACT INFORMATION

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WORK EXPERIENCE

Remunerated

December 2014 – Present

Lead Instructor

The Iron Yard

I taught immersive, full-time courses in Backend Engineering using Ruby/Rails and Frontend Engineering using Javascript/Angular. I was promoted to Lead Instructor after 6 months. As an instructor, I iterated on curriculum, lectured, graded assignments, and worked 1-on-1 with students during lab time. As a lead, I mentored a dozen new instructors at different campuses and served as a resource for classroom issues, struggling students, and other problems.

May 2013 – October 2014

Software Engineer

Emcien

I worked on several data analysis products written in Ruby/Rails and C. I added allocation tracking machinery to a modern 20k SLOC C project to aid in finding memory leaks and reducing the overall memory footprint. I took over maintenance of a legacy product, Mix, migrating from Ruby 1.8.7 to 1.9.3 and overseeing numerous point releases. I also contributed substantial work to the primary product, Patterns, including the report download builders and storing report attributes in SQL shards.

September 2012 – March 2013

Senior Software Engineer

Primedia Inc.

I worked on a Riak-backed configuration service using Clojure and the Noir web framework. Initiated formalization of git workflow and code review process. I also attended Strange Loop in St. Louis and took [lots of notes](#).

May 2011 – September 2012

Software Engineer

CMGdigital

I worked on a 160k SLOC Python/Django project to serve Newspaper, TV, and Radio publishers. I had particular focuses on admin customization and data migration. I oversaw the migration of over 100K users from multiple markets to our new CMS. I made broad improvements to our Brightcove video import scripts using celery and memcached. I also gave talks on "[Programmer Archaeology](#)" and [the Economics of Open Source](#).

Voluntary

August 2012 – November 2014

Author

[coleslaw](#)

coleslaw is static blogware a la Jekyll, written in Common Lisp. It supports publishing via git push, markdown with code highlighting extensions, extensible content types, theming, and various functionality through plugins all in under 1000 lines of code. It is also a good example of Object Oriented Programming in Lisp. Since "you are what you document" there is a thorough [Hacker's Guide to Coleslaw](#) explaining its internal design in addition to documentation of the Plugin API and extensions.

May 2011 – present

Author

[cl-6502](#)

cl-6502 is a MOS 6502 emulator, assembler, and disassembler written in Common Lisp. Inspired by Luke Gorrie's call for "Readable Programs" there is an [annotated book](#) of the source code. Some of the motivations behind cl-6502's creation are described [here](#). There is also a recorded talk on the project and related ideas called "[On Programmer Archaeology](#)".

September 2009 – October 2012

Developer, Maintainer

[Paktahn](#)

Paktahn is a command-line based package management helper for Archlinux. I have made 8 major releases, fixed numerous bugs, implemented features including proxy support and AUR updates and assisted users on the Archlinux forums. Recently, I handled the migration from version 5 to 6 of the underlying C library (libalpm) and found a regression in libalpm's API in process.

Contributor

Miscellaneous

I have also contributed feature, portability, and documentation patches to:

- Spacemacs, A community driven Emacs distribution
- Vacietis, a C to Common Lisp compiler
- st-json, a Common Lisp JSON library
- weblocks, a Common Lisp Web Framework
- kardboard, a virtual Kanban web app made with Python and Flask
- pybrightcove, a Python interface to Brightcove's API

EDUCATION

January 2009 – May 2011

B.Sc. in Computer Science

Southern Polytechnic State University

I transferred to SPSU in August 2007 to pursue Computer Science. After the first semester, I took a year off to work full-time and self-study. I returned in January 2009 and graduated in May 2011.

January 2008 – August 2008

Self-Study

Southern Polytechnic State University

After 3 years at Oglethorpe University studying literature I decided to self-study programming while working full-time. I did this throughout 2008 and have written about it, notably [here](#) and [here](#). Example work from self-study can be found [here](#).

SKILLS

Programming Languages (intermediate): Common Lisp, Python, Ruby, Javascript

Programming Languages (novice): C, Scheme, Haskell, Factor, Elisp, Clojure

Markup Languages: HTML, CSS, SASS, LaTeX

Operating Systems: Mac OS X, Windows 3.11-7, Various Linux distributions esp. Debian, Archlinux, Guix

Preferred Tools: Emacs, Git, Steel Bank Common Lisp, Debian

INTERESTS

When I'm not in front of my computer, I like to make cocktails, spend time with my partner and our goofy dogs, play Smash Brothers Melee, and noodle on a modular synth. I also try to blog and reflect at <http://blog.kingcons.io/>.

I have serious interests in Intellectual Property Law and Peer Production. As far as Comp Sci topics, I am fascinated by the implementation of dynamic, reflective languages such as Lisp and Smalltalk and the careful interplay between adaptive optimizations and the language runtime to make them fast.

REFERENCES

Available on request.