

# ADAM DANGOOR

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## PROFILE

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I am a software engineer with significant experience in test automation, and leading test automation teams. At DataRobot I lead the testing strategy of an internal tool called Shrink and at ClusterHQ I wrote rigorously tested software. I have experience with modern testing tools and techniques, including property based testing with Hypothesis and browser testing with Selenium, as well as a deep understanding of testing strategies (from unit testing, to end to end testing, to hallway testing).

I have a Computer Science degree and experience working remotely with colleagues across the world. I have taken customer requirements and delivered robust, maintainable software to meet their needs.

## PROFESSIONAL EXPERIENCE

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### DataRobot

2015 - 2016

*Software Developer*

*Remote from Bristol, UK*

My best work comes from test-driven development, and I am keenly focused on shipping high quality, useful software in a timely manner.

At DataRobot I worked on tools to evaluate the performance of prediction modelling pipelines with an end goal of programatically approximating a human data scientist in this domain. I helped to turn this toolset from a side project into a robust and featureful application.

Tools I used at DataRobot include Python, Flask, Docker, Terraform, Ansible, AWS, MongoDB, Hadoop (with Cloudera) and Jenkins.

### ClusterHQ

2013 - 2015

*Software Developer*

*Bristol, UK*

I worked on tools for managing distributed systems, in particular Flocker, an Open Source data management platform for Docker containers.

Tools I used to build Flocker include Python, Twisted, Docker, Buildbot, Git and Sphinx.

As part of a small development team, I helped create public APIs and shipped both brand new products and improvements to legacy software. This included writing rigorously tested documentation and testing procedures at all levels from unit tests to functional tests to manual testing documentation.

I was also involved in developing team processes and hiring in a fast-growing team. My strong desire to improve diversity in the industry led to policies which have helped create a team diverse in multiple dimensions. Growing the team also meant that I trained new employees (particularly developers) and shared knowledge via pair programming and code review.

I was responsible for releasing Flocker which means that I worked on release automation and scheduling any manual work which is necessary for a particular release. This means that I am familiar with packaging tools for various Linux distributions and OS X as well as systems such as AWS, Vagrant and PyPI which we used for distributing software.

### Delib

2012 - 2013

*Software Developer*

*Bristol, UK*

At Delib I worked on e-democracy software which gave me experience in designing interfaces and meeting stringent client requirements. I gained the skills needed to work in an Agile team, and knowledge of various processes involved with Scrum and Kanban in particular.

I worked mainly with Python (using Pyramid and Plone), as well as front-end web technologies. I retro-fitted existing projects with automated testing suites (mostly Java / Selenium) and focused on performance on applications with hundreds of thousands of respondents.

## OTHER EXPERIENCE

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### Open Source

I am a contributor to various open source projects including Jenca (a platform for distributing applications on top of Kubernetes clusters), eliot (logging library for distributed systems) and Homebrew (OS X package manager written in Ruby).

My most popular personal open source tool can quickly tell users the time in any location and has been featured on popular Mac blogs such as Mac.AppStorm, while another has won a Bristol Web Folk award. The latter is an accessibility tool written in JavaScript.

In my spare time I enjoy programming puzzles and optimising for performance. Recently I have written a very fast Boggle solver in Python and Swift (in order to learn the language).

I like to give back to the Open Source community which has helped me so much in my career so far. That involves programming, doing code reviews and sharing knowledge via talks at conferences.

### Public Speaking

- Co-founded a public speaking organisation “Lift Lectures” in which people practiced public speaking by giving recorded lectures in elevators to strangers.
- Given talks at various events, most recently at Write the Docs conference in Prague where I gave the talk “Tested and Correct, How to Make Sure Your Documentation Keeps Working”. This described techniques to integrate source code and documentation source to generate documentation and to check that handwritten documentation guides work.
- I have been accepted as a speaker at EuroPython 2016 and will be giving a talk about reviewing code.

## EDUCATION

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**University of Bristol**  
2:1 B.S. in Computer Science

*2012*

Awarded the highest mark in the year for my final project which was the creation of a multiplayer wingsuit racing game for the PC and Motionbase Explorer flight simulator, built on top of the Unreal Engine with event driven programming techniques.

Languages I used for projects include C, Java, C++ (with Qt), Haskell, SQL and Verilog. I also used a wide range of developer tools such as Visual Studio, GCC, ticketing systems (Redmine and Trac), Git and Subversion.