

# Andrew Haigh

hello@nelf.in Sydney, Australia

I am a software developer with a passion for excellence tempered by a pragmatic attitude to getting things done. A strong generalist, I am variously experienced in web, distributed systems, low-latency networking, and lightweight GUI programming. Since 2014, I have been based out of Sydney, Australia. Between the years of 2008 and 2013, I have also formerly worked as a technical instructor, a research assistant, a multimedia technician, a developer (twice), an IT assistant/network technician, and a field assistant. I've taken side-gigs and short-term contracts in areas such as full-stack website design and interactive installations. I've spoken at trade shows, I've been an industry mentor for high-school-age STEM students for two separate companies, I've taken scholarships on research projects involving topics like Android Linux kernel development for app permissions enforcement and automated narrative plot generation with character intentionality. I maintain open-source software and I contribute to open-source projects.

## Experience

Senior Research Officer <i>Apr. 2018–present</i> UNSW Art & Design	Realising the vision of the National Facility for Human-Robot Interaction Research, a multi-institutional purpose-built research and testing facility for enabling the study of how people interact with technology and robots. A wide array of distributed Python and C++ processes variously managing off-the-shelf hardware and sensors and running real-time analysis and AI detection and classification.
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Backend Developer <i>Nov. 2016–Jun. 2017</i> Hopfit	Nights and weekends at a Sydney-based startup for helping gyms manage class attendance and gymgoers managing memberships and personal training sessions. Writing Python AWS Lambda functions and a Postgres+PostGIS data store.
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Developer <i>Jan. 2016–Mar. 2018</i> Optiver	Worked on low-latency trading applications and market connectivity software in C++ for the Tokyo Stock Exchange team. Accounting and daily reconciliation systems and software in C# for the Middle Office team. Some training in FPGA engineering for the Hardware team.
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Software Engineer <i>Jul. 2014–Dec. 2015</i> Freelancer.com	Maintaining the original PHP payments stack, building a green-field new payment service and seeing it through PCI compliance. Later part of the team building the new Escrow.com following its acquisition.
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## Education

<i>Feb. 2010–Jul. 2014</i> Canberra, ACT, Australia	Bachelor of Computer Science (Honours) Australian National University
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## Skills

Systems	Debian, CentOS, Windows, Windows Server
Languages	Python, C++, C#, JavaScript, PHP, SQL, bash, Go, Rust, C, Java, R, Perl

Referees can be provided upon request.