

Jeremy Swinarton
647-637-8195
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I am a **full-stack software developer** and **devops engineer**. I have more than a decade of experience solving software problems across a variety of technologies and industries.

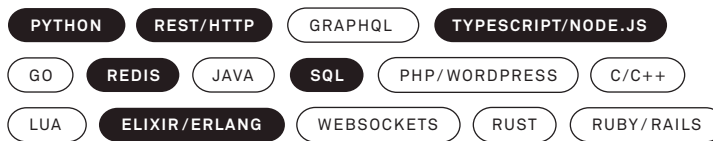
Skills

- Adept at building web application software using a range of tools, languages and programming styles.
- Capable of managing the entire lifecycle of software development, including system architecture, planning, version control, code review, continuous integration and delivery, unit- and end-to-end testing and quality assurance.
- Strong leadership and communication skills.
- Formally trained and experienced graphic designer.

Software toolkit

shaded items indicate high proficiency

Backend



Devops



Frontend



Work experience

Senior software engineer—Mozilla August 2021–February 2024

Backend software engineer on Mozilla VPN, a project with 10,000+ daily active clients. I led the development of Guardian, the web service backend responsible for authentication, subscription and device management for VPN clients. I was one of the main engineers for CJMS, a Rust microservice driving affiliate marketing for the VPN. Also a contributor to the VPN client itself, a multi-platform application written with C++ and Qt6, as well as the well-known Multi-Account Containers add-on for the Firefox browser.

Senior software engineer—Xanadu March 2019–August 2021

Lead software engineer for the Xanadu Quantum Cloud (XQC) SaaS platform, which provides dozens of clients with access to Xanadu's photonic quantum hardware. As the first full-time web software engineer at the company, I laid the foundations for the architecture and infrastructure of XQC, which is composed of heterogeneous microservices written in Python, C++ and Go.

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Work experience
continued

In the non-technical realm, I was instrumental in crafting Xanadu's software culture. Building on my previous experience, I designed a planning and development process tailored to the unique requirements of quantum research, which is now used on all software projects throughout the company. I designed the standard interview process that is used for all new hires for XQC. I gave technical advice and mentorship to more than a dozen contributors to XQC and other Xanadu software products.

Software engineer and UX designer — Coreopsis May 2018 – November 2018
Full-stack developer, dev-ops engineer and designer for a variety of external projects at an agency-style firm.

Software engineer — WE Charity June 2017 – May 2018
Engineer for WE's SaaS platform. I worked alongside a talented team to build and deploy modern microservice components to replace legacy systems.

Software engineer — Kinetic Café Feb 2016 – June 2017
Polyglot engineer on multiple client projects with varying requirements and tech stacks, including: an API service and data-processing toolchain for the Reco iOS app, which was featured twice on the Apple App Store; a web-based mall mapping app for Ivanhoé Cambridge using Vue.js; and services for Kinetic's retail SaaS platform, written in Ruby and Elixir and serving APIs with GraphQL.

Full-stack web developer — Rubicon Project/Chango Feb 2013 – Sep 2015
Developer for chango.com. I rebuilt Chango's existing WordPress website using a modern toolkit based on Python and Django. I was also a regular contributor to Chango's internal web dashboard, which was used by clients to manage their programmatic ad spend.

Freelance software developer/UI/UX designer — various clients 2011 – present
Creator of award-winning web marketing, data visualization, and editorial projects. Clients include Al Jazeera English, the Toronto Star, Joist and Oxfam Canada.

Education

York University/Sheridan College Joint Programme in Design 2012
Honours Bachelor of Design (Member of Dean's Honour Roll)

Awards

Honourable mention
Dec 2013 Awwwards.com

Shortlist candidate
Sep 2012 Information is Beautiful Awards (David McCandless)