

Julian Moss

Software Engineer

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I am passionate about addressing business problems by the means of software engineering. In my work I use Go and Python the most, often accompanied by Linux and containers when building systems. PostgreSQL would be my RDBMS of choice. Occasionally, when needed, I am happy to work with TypeScript, JavaScript and other programming languages, frameworks and tools.

Work Experience

Software Engineer @ Athanor Software

August 2021 – June 2022

E-commerce solutions, backend services in Go. Prototyping, API design and implementation. Contributions to the existing systems, improving service latencies by refactoring SQL queries (PostgreSQL). Improvements on the CI/CD system – Dockerfiles, integration tests, SQL migrations. Ensuring API integrity between backend and frontend.

Junior Software Engineer @ EvoSoft.dev

January 2021 – August 2021

Mostly REST APIs for various applications, using Python and Go. Updating documentation for the existing applications. Improving existing testing framework by adding unit- and integration tests.

Pet Projects

Go URL Shortener – <https://github.com/riprsa/shrt>
JavaScript
PostgreSQL Simple URL shortener in Go. Uses http/net, Docker and GitHub Actions.

Go Game of Life – https://github.com/riprsa/game_of_life
Conway's Game of Life

Education

BSc **Computing** (2022 - present)
Birkbeck, University of London