Ashton Six — Software Engineer

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availability: immediate; full-time or contract

location: UK, USA or Singapore

11 years of experience, primarily in startups. Versatile software engineer with complementary science, product design, and business skills. Comfortable as an individual contributor, team lead, or supporting multiple teams.

Founder, A6 (January 2024 to Present)

Pre-commercial research in high-performance data compression, producing state-of-the-art results.

- Integer Decoding: Achieved 180 billion integers/second throughput, far surpassing FastPFoR's 7 billion.
- **Bitset Compression:** Achieved 7 bits per value, outperforming Roaring Bitsets (15 bits/value).

Tech Lead, Thirdfort (July 2022 to January 2024)

Led a team of five engineers, initially focused on product development, and then on supporting other teams.

- Anti-Money Laundering: Developed product suite currently auditing ~40% of UK property transactions.
- Operational Efficiency: Reduced change lead time from 10 days to 4 hours, and change failure rate from 5% to 1%.

Founder, Save The Universe (2020 to July 2022)

An exploratory research project, using novel methods to numerically simulate low-energy quantum fields.

Tech Lead, Researcher (2019 to 2020)

News feed used by 400,000 scientists to stay up-to-date with research in their field.

- Infrastructure Overhaul: Redesigned systems, reducing annual spend from \$100,000 to \$40,000.
- Machine Learning: Trained article recommendation and ad targeting models, boosting CTR from 3% to 5%.

Founder, Salamander (2018 to 2019)

Built a cloud platform used by 2,000 AI researchers to rent supercomputers.

- Cost Optimisation: Used strategic bidding on unused compute capacity to undercut competitor prices by 30%.
- Successful Exit: Acquired by renowned professor and ULMFiT inventor Jeremy Howard.

Previous Roles

- Software Engineer, Beyond (2016 to 2018): Contributed to a budgeting tool for small and medium-sized enterprises.
- Software Engineer, Movidiam (2014 to 2016): Contributed to an end-to-end video production platform.

Skills

I've worked with a wide range of technologies and can quickly adapt. If you don't see a particular technology listed, please feel welcome to reach out regardless.

Product & Applications

- Frontend: React (vanilla, Next.js, React Native), d3.js
- **Backend:** TypeScript (Node.js), Go, Python
- Databases: SQL (SQLite, PostgreSQL); NoSQL (MongoDB, Redis); Search (ElasticSearch)
- **DevOps:** IaC (Terraform, Pulumi); CI/CD (GitHub Actions, Buildkite); Observability (ELK, Grafana)
- Edge: CloudFlare (Workers, KV, Durable Objects, D1, R2), fly.io
- Cloud Platforms: AWS, GCP, vast.ai, Hetzner, OVH, Linode, Heroku, Vercel

Data & AI

- LLM Integration: Prompt library curation, multi-step (DAG), high-context (RAG), Human-In-The-Loop
- Machine Learning: Python, Scikit-Learn, Spark.ml, XGBoost, PyTorch, NLTK
- **Data Engineering:** Storage (BigQuery, DuckDB, S3); Transport (Fivetran, Kafka); Transform (DBT, Spark, Pandas)

High-Performance

- Programming Languages: ASM, C++, Rust
- SIMD: ARM (NEON, SVE), x86 (SSE, AVX2, AVX-512); LLVM IR (incl. custom optimisation passes)
- SIMT: CUDA (incl. PTX), GLSL (WebGL, Metal)

Management & Leadership

- **People Management:** Clarifying vision, tailoring style to individuals, and recognizing achievements
- Team Collaboration: Team topologies, platform teams, multi-stakeholder coordination, soft power
- Operational Excellence: DORA metrics, product velocity, queue time, focus time