

CAMERON J. BYTHEWAY

10956 S Hyrum Pl
Sandy, UT 84070
(801) 803-8577

bytheway.cameron@gmail.com
LinkedIn: [Cameron Bytheway](#)
Github: [CamShaft](#)

EXPERIENCE	Web Engineer FamilySearch, Orem, UT <ul style="list-style-type: none">Architected, designed, and implemented Hypermedia APIs to improve performance and cachingMaintained front-end platform toolset and librariesDeveloped and maintained user settings page	August 2012-Present
	Founder/CTO Nujii Labs L.L.C., Provo, UT <ul style="list-style-type: none">Architected a distributed server system for real-time, collaborative audio recording and processingImplemented cross-platform user interface using Angular.js	January 2012-Present
	Web Developer Center for Teaching and Learning - BYU, Provo, UT <ul style="list-style-type: none">Designed and developed RESTful web services and database schema for BYU's learning management system; used by all faculty and students on campus (apx. 30,000 users)Created BYU Flashcards learning/memorization web application and implemented the Leitner spatial recognition algorithmIncorporated video streaming/recording in BYU's Digital Dialog, a web discussion application	April 2010-August 2012
	iOS Developer Bytheway Apps, Provo, UT <ul style="list-style-type: none">Created an iPhone/iPod metronome application with over 80,000 downloadsFreelanced a dating app for NiftyDateIdeas.com	August 2010-Present
	TECHNICAL SKILLS Languages Erlang/OTP, JavaScript/CoffeeScript/Node.js, Objective-C, Ruby, Python, Clojure, PHP, C, Haskell, C#, Java, Shell, Assembly, ActionScript Frameworks Angular.js, Cowboy, Riak Core, Webmachine, Express, Cocoa Databases Riak, Redis, MongoDB, Postgres, SQLite	
EDUCATION	Computer Science Brigham Young University, Provo, UT Major GPA: 3.8	2009-2012
VOLUNTEER	Volunteer Representative The Church of Jesus Christ of Latter-day Saints, Madrid, Spain	2007-2009
	Eagle Scout Boy Scouts of America	2004
SKILLS AND INTERESTS	Music Drums, Percussion, Audio Recording/Production Spanish Fluent in reading, writing and communicating	