Jeffrey Riaboy

Senior Software Engineer

👤 Contact

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- 📞 *Available on Request*
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🔗 Websites

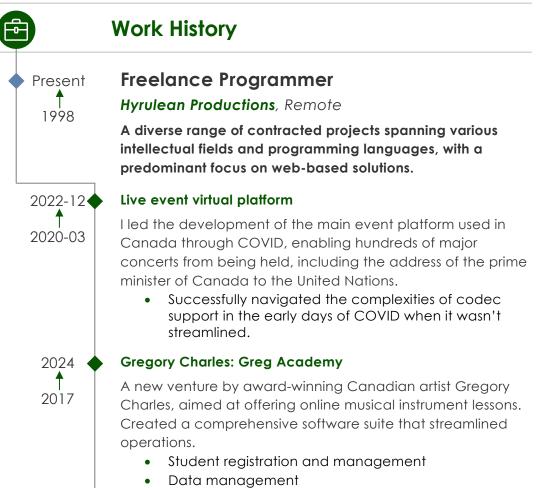- linkedin.com/in/jeffreyriaboy
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🎗️ Skills

Skill	Level
Full stack web tech	●●●●●
Native platform apps	●●●●●
Computer architecture	●●●●○
Databases	●●●●●
Parallel computing Cloud and threading	●●●●●
Security	●●●●●
Optimization	●●●●●
Networking	●●●●○
Scalability	●●●●○
Reverse engineering	●●●●●
2D programming	●●●●●
3D programming	●●●◐◐
Cryptography	●●●●●
Emulation	●●●●●
Hardware integration	●●●●○
Drivers Low level programming	●●●●◐
Internationalization	●●●●●

I'm a senior developer cultivating over 25 years of industry experience over which I have honed my ability to discern client needs, crafting software solutions that align with their objectives.
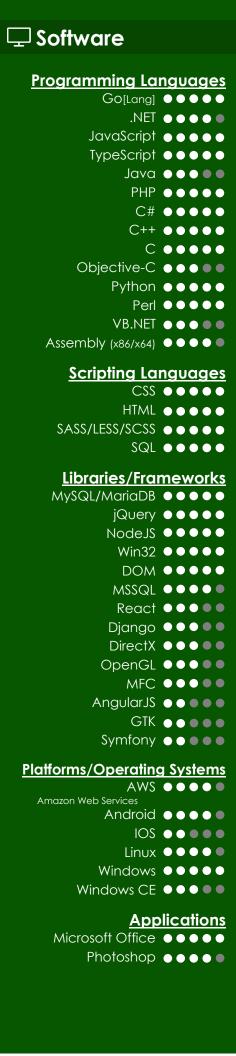
My tenure at Intellitix notably highlighted my capacity to engineer comprehensive software suites from the ground up, enabling millions of concertgoers across the Americas, and subsequently worldwide, to enjoy seamless event experiences at the largest music industry events.

I possess a strong inclination towards challenging projects that allow me to stretch the limits of software implementation and optimization, particularly in high-performance and processor-intensive environments using C/C++. I also bring a wealth of knowledge in full stack web technologies on a global scale, backed by a versatile proficiency in a broad spectrum of programming languages and libraries.

As a disciplined software engineer, my goal is to design and deliver superior-quality products. My portfolio spans a diverse array of applications across various sectors and my dedication to excellence is the cornerstone of my approach to software development, driving me to continuously explore, innovate, and excel.

💼 Work History

Present – 1998

Freelance Programmer
Hyrulean Productions, Remote

A diverse range of contracted projects spanning various intellectual fields and programming languages, with a predominant focus on web-based solutions.

2022-12 – 2020-03

Live event virtual platform

I led the development of the main event platform used in Canada through COVID, enabling hundreds of major concerts from being held, including the address of the prime minister of Canada to the United Nations.

- Successfully navigated the complexities of codec support in the early days of COVID when it wasn't streamlined.

2024 – 2017

Gregory Charles: Greg Academy

A new venture by award-winning Canadian artist Gregory Charles, aimed at offering online musical instrument lessons. Created a comprehensive software suite that streamlined operations.

- Student registration and management
- Data management
- Payment processing
- Mass email coordination
- Interactive live sessions complete with chat functionality
- Seamlessly integrated with Thinkific, an online teaching platform

- Has over 10,000 registered students actively using the Academy, being one of the largest such organizations in Canada.

2017

↑

2013

Gregory Charles: Vintage Experience

Software for Gregory Charles' $8 million [Vintage Experience](#) project.

- Mobile-responsive web pages that allowed real-time audience interaction during live performances, facilitating Q&A and messaging with the artist
- A comprehensive control suite enabling the stage manager to push audience-driven content to the two massive stage monitors and the artist's piano-integrated screens
- Created the primary marketing website
- Interactive system for audience members to order drinks via their mobile devices, integrated with a backend for staff to efficiently manage these orders
- Voting system capable of processing millions of web page votes within 30 seconds — a feature first unveiled during the Gala Artis, a prominent Québécois Television award show

2018-01

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2013-01

Senior Developer

C2 Montreal, Montreal, Canada (Hybrid)

A business networking and ideas conference.

- Software for client and partner management and credential creation
- Voting website with server software capable of graphically displaying real-time vote tabulations on-stage during a Microsoft panel
- Integrations with various other conference management systems

2013-01

↑

2010-06

Chief Software Engineer/Cofounder

Intellitix, Canada/US (Hybrid)

Developed, deployed, and supported the world's most advanced RFID software and hardware solution for the live music industry.

- Orchestrated the design and implementation of the entire core software suite from the ground up
  - Access control
  - Cashless transactions
  - Ticket management
  - Social media integration
  - Ticketing systems integration
- Managed a team of three developers
- As of 2012 became the digital presence backbone, without any downtime, of the largest outdoor music festivals in North America and Europe with over 4 million patrons. Included prestigious events like

🎓 Education

Rose-Hulman Institute of Technology
Terre Haute, Indiana, 2002-2003

Rockwall High School
Rockwall, Texas, 1998-2002
Graduated with honors (GPA 4.0+)
National Honor Society with 100 community service hours award

🏆 Honors

Eagle Scout
Boy Scouts of America, 2002

☆ Recommendations

I have hired Jeffrey multiple times over the last decade. First as a server administrator for DeltaArc Ltd, then as a software engineer at Ticketpro Canada, and finally as Lead Software Engineer for Intellitix. The projects that were assigned to Jeffrey at Ticketpro were always the ones that required extensive knowhow and expertise in multiple fields. By delivering complete and bug-free products in record time, he has literally saved both of my companies on multiple occasions. His knowledge is extensive, from web programming to low-level languages, and he is impressively good at explaining concepts to users who have no knowledge of the technology used. I highly recommend Jeffrey to anyone who may require his expertise. You will not be disappointed by him.
Martin Enault, CEO of Intellitix Inc and Deltaarc

Jeffrey Riaboy is by far the most experienced, knowledgeable, ingenious, and thorough programmer I have ever had the pleasure to work with. In my time working with Jeff I have found him to go above par with every expectation I have of a fellow programmer in the 12+ years I have been working in the field. This is to include developers that I have worked with when developing military simulation war games systems in the Defense Department among others. Jeffrey Riaboy has proven himself as a "go-to" man for literally any topic within the realm of computers and computer programming or web development. In addition, Jeffrey has an impressive level of managerial skill and knowledge that he can draw upon. Jeff's work ethic and efficiency is by far among the highest I have encountered anywhere at any time. The bottom line is Jeff gets the job done; and it's done exceedingly well.
Will McCready, Coworker at Hyper-Werx Inc.

My experience with Jeff at DeltaArc is what inspired me to eventually track him down to work with him at Qrush Technologies. Jeff is great at programming in many different languages and applying himself to quickly learning new technologies. He is extremely resourceful when tackling challenging projects and deadlines.
Adam Shen, Interface Engineer at OgilvyOne

✍ References

References available upon request

Austin City Limits, Bonnaroo, Coachella, and Lollapalooza
- Was the market leader, and had won the "Most Effective Mobile Ticketing Solution" award at the Mobile Marketing Awards in London for the software solutions I had designed.
- Raised $860,000+ for Charity: Water in 2012 in only 20 minutes, through a completely cashless solution

2010-02 — 2008-10 Lead Software Engineer

Hyper-Werx Inc., *Cedar Park, TX*

A programming language designed for natural parallelization.
- Core programmer for the Par++/Raptor system
- Assumed leadership as the team manager
- Language was engineered to automatically utilize available resources (multiple cores and computers in a cloud) to scale to their fullest potential

2008-07 — 2006-04 Lead Programmer

Ticketpro Canada, *Montreal, Canada (Hybrid)*
- Rebuilt the software infrastructure including several websites with comprehensive database systems from the ground up

2006-04 — 2003-10 President/Lead Programmer

Qrush Technologies, *Dallas, TX*

Computer repair, security, installation, and primarily website building.

⚙ Other Notable Projects

2002-07 — 2002-02 Ragnarok Online community

I ran a moderately sized community centered around my expertise in **reverse engineering and manipulating a fairly popular MMORPG.** My work not only unveiled the underlying mechanics of the game but also **fostered a collaborative space for enthusiasts** to explore and innovate within the gaming landscape.

2001-10 — 2000-01 Hynes

I developed a **full speed NES emulator** in Visual Basic 6. This project was particularly challenging due to the limitations of the language for such a task. However, the primary goal was to prove that, with skill and determination, it is **possible to achieve significant accomplishments in any versatile programming language**, even those not traditionally associated with high-intensity computational tasks. This endeavor effectively demonstrated that perceived limitations of programming languages can be **overcome with innovative approaches**.