

Ashley Arthur - Curriculum Vitae

As a Senior Software Engineer, I drive key initiatives in both greenfield and complex existing systems, most recently in the VOIP CPAAS API space.

I value collaboration, working with stakeholders to define and deliver the product vision and also customers to ensure seamless integration and long-term stability.

I excel in diverse technology stacks, comfortable with full-stack, native mobile or specialist backend microservices. In my personal projects, I enjoy tackling low-level challenges, working with modern system-level languages like Rust and Golang.

Skills

- Fullstack development of scalable backend and efficient front end clients.
- Native Mobile experience and advocate of best practises.
- Strong communicator and able to work directly with customers to manage integrations and feedback.
- Experience with OSS VOIP technology and realtime audio.

Experience

Senior Software Engineer

Vonage; April 2023 – January 2025

Skills: TypeScript, Golang, Kotlin, Objective C, Swift, WebRTC, Websocket, Freeswitch, SIP

Led development of key modernisation initiatives for global communication platform

Key Achievements:

- Led development of microservice to refactor and modernise realtime voice recognition, transitioning from a monolithic architecture to a more scalable and efficient solution using Golang and gRPC.
- Led design and implementation for cross-platform VOIP SDKs (Native Mobile + TypeScript), ensuring seamless integration across a variety of complex customer use cases.

Software Engineer

Vonage; September 2017 – March 2023

Skills: FullStack JS, Objective C, Swift, WebRTC, Websocket

Fullstack developer across mobile and browser for global communication platform

Key Achievements:

- Excelled at maintaining and optimising complex polyglot backend systems, ensuring the seamless operation of a PAAS-based WebRTC and voice solution, while proactively addressing performance and scalability challenges.

QA Engineer

The Foundry; May 2013 – August 2017

Skills: Testing, Agile, Python, Perforce, Bash

Test automation for 3D/2D content creation software

Key Achievements:

- Key contributor in testing Linux port of 3D CAD Software (Modo).
- Worked as part of an internal team to deliver green field idea for apparel design market, leading automated testing strategy.
- Helped drive technical image quality in Image rendering through automation, comparing algorithms and catching regressions.

Creature Effects TD

Moving Picture Company; Sept 2011 – May 2013

Skills: 3D animation, Python, Linux, Bash, GIT, Technical Animation

Automation and technical direction for CGI Film industry

Key Achievements:

- Interpreting often cryptic client requirements and delivering on time in a fast paced agency environment.
- Large data set automation through python scripting.
- Named credit in Hollywood films such as Man of Steel (2013) and Wrath of the Titans (2012).

Open Source

eslrs

Rust implementation of libESL, a control socket library for FreeSWITCH™.

<https://github.com/ash30/eslrs>

freeswitch_rust

Rust Bindings for FreeSWITCH™ SDK.

https://github.com/ash30/freeswitch_rust

Education

BA Computer Animation (2.1): University of Hertfordshire

Links

<https://www.linkedin.com/in/ash30/>