

Joel Auterson

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SKILLS

LANGUAGES

Golang • Java • C# • C/C++/ObjC
JS/TypeScript • HTML/CSS • Protobuf
Shell, Python, Ruby, etc.

FRAMEWORKS/LIBRARIES/ETC

gRPC • LibGDX • React/Redux
Metal • Redis • Docker & Kubernetes
Android • iOS • macOS • Linux
Google Cloud platform

DO YOU KNOW GIT?

Yes.

DO YOU KNOW UNITY OR UE4?

I have dabbled but I'm not very experienced with those.

TABS OR SPACES?

I thought this was a Skills section?

NICE DODGE.

Cheers.

LINKS

GitHub:// [JoelOtter](#)
Twitter:// [@JoelOtter](#)

SIDE PROJECTS

TERMLOOP

A pure Go game engine for the terminal.
Provides a renderloop and tools for making
terminal-based games.

github.com/JoelOtter/termloop

KAJERO

Interactive notebooks for the web,
with clever graphing.

github.com/JoelOtter/kajero

PERSONAL

I like poetry - I run a night in Hammersmith,
had a book out in 2017, and am a Barbican
Young Poet. I also like mountains and miss
them when I'm in London.

I'm an experienced backend programmer, familiar with working in the cloud and at scale, and also have experience in programming games.

I used to be a web programmer. Please don't ask me to work on the web again. I still have nightmares about NPM.

EXPERIENCE

IMPROBABLE | SOFTWARE ENGINEER

September 2016 - Present | London, UK

- Started working on WebTools team - working on full-stack web applications such as the Inspector. TypeScript, CSS & Golang.
- On Operate team, worked on various backend services and command line tools around authentication, account management and billing. Primarily Golang with some TypeScript.
- On Worker team, worked on adding metrics to the core network layer of the SpatialOS SDK. Worked primarily with C/C++.
- On Production team, worked with partner game studios to build authentication and inventory services. Golang, C#, Docker, Kubernetes, Prometheus & PostgreSQL.
- Currently on Online Services team. Designed and built a queueing and matchmaking system. Same technologies as Production, plus Redis.

BEARWAVES | PROGRAMMER & PRODUCER

April 2016 - Present | London, UK

- Director of Bearwaves Ltd., a three-person game studio.
- Programmer and producer roles on **Feud**, releasing in 2019 on Windows, macOS, Linux, iOS and Android.
- Experience working with LibGDX, iOS, Protobuf, Golang, Steamworks and PlayFab.

VMWARE | SOFTWARE ENGINEERING INTERN

April 2015 - September 2015 | London, UK

- Worked on Hybrid DaaS team, building solutions for deploying and managing virtual desktops.
- Gained experience working on a large-scale cloud infrastructure, on both backend and frontend.
- Java, AngularJS, Jersey, MongoDB

MOO | SOFTWARE DEVELOPMENT INTERN

July 2014 - September 2014 | London, UK

- Worked on the Digital Crew, maintaining a previous product and helping in the early development stages of a newer one.
- Gained experience with Python, Django, MySQL, CSS/Less, Jinja, Flask and React, working on the full stack. Experienced Agile and Scrum development.

EDUCATION

IMPERIAL COLLEGE LONDON | MENG COMPUTING

First-class Honours | September 2012 - June 2016