

# Joel Auterson

joel.auterson@gmail.com

## SKILLS

### LANGUAGES

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

### TECHNOLOGIES ETC.

AWS • Google Cloud • Kubernetes  
Docker • Helm • Skaffold  
Grafana/Prometheus • Elastic/Kibana  
Terraform • PlayFab  
iOS, Android, macOS, Linux

## LINKS

Website:// [joelotter.com](http://joelotter.com)  
GitHub:// [JoelOtter](https://github.com/JoelOtter)  
Mastodon:// [@joel@otter.garden](https://@joel@otter.garden)  
Bluesky:// [@joelotter.com](https://@joelotter.com)

## SIDE PROJECTS

### GROWL

Portable 2D game engine written in modern C++.  
[github.com/Bearwaves/growl](https://github.com/Bearwaves/growl)

### EOS4J

Java library providing bindings to Epic Online Services.  
[github.com/Bearwaves/eos4j](https://github.com/Bearwaves/eos4j)

### TERMLOOP

A pure Go game engine for the terminal. Provides a renderloop and tools for making terminal-based games.  
[github.com/JoelOtter/termloop](https://github.com/JoelOtter/termloop)

### KAJERO

Interactive notebooks for the web, with clever graphing.  
[github.com/JoelOtter/kajero](https://github.com/JoelOtter/kajero)

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

## EXPERIENCE

### EMITWISE | SENIOR SOFTWARE ENGINEER

February 2022 - Present | London, UK

- Working on V2 of the Emitwise product, a platform to analyse and track carbon emissions and reductions.
- Foundational work on infrastructure, application programming in Go and Typescript, instrumental in setting up engineering processes and pipelines.
- Lots of Kubernetes, Helm, Terraform and AWS.

### BEARWAVES | PROGRAMMER & PRODUCER

April 2016 - Present | London, UK

- Director of Bearwaves Ltd., a four-person game studio.
- Programmer and producer roles on **Feud**, released in 2019 on Windows, macOS, Linux, iOS and Android.
- Working on two more titles as well as **Growl**, a highly portable 2D game engine written in modern C++.

### IMPROBABLE | SOFTWARE ENGINEER

September 2016 - January 2022 | 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.
- Founding member of Online Services team. Helped to launch and scale Scavengers, a battle royale for PC and console.

### VMWARE | SOFTWARE ENGINEERING INTERN

April 2015 - September 2015 | London, UK

- Worked on Hybrid DaaS team, building solutions for deploying and managing virtual desktops.

### 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.

## EDUCATION

### IMPERIAL COLLEGE LONDON | MENG COMPUTING

First-class Honours | September 2012 - June 2016