Wylie Joshua Cullick
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developer-engineer-programmer
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experience:

4+ years freelancer full-stack web developer on a variety of projects large and small scope & duration. Platforms/langs: NodeJS/NPM, Python/Pip, Ruby. Graphics: WebGL/OpenGL, programmatic SVG, HTML5/CSS3, JS animations, data-driven visualisation. For server: WebSocket servers, realtime APIs for social-media & business applications, web-scraping/crawler apps etc... Client-side: ReactJS/AngularJS expertise. JS flavours: ES6, TypeScript, CoffeeScript. Comprehensive Maths and CompSci background. Into functional programming-- happy to work with immutables/lambda-architecture data layer, promises/async, functional-reactive, Redux/Flux, RxJS/Observables &c.

education:

My education has been primarily holistic & autodidactic —reading & travelling. Some institutional as well: Mathematics studies 2007-10: Univ. Massachusetts, Boston (2009-10 exchange): Univ. Connecticut, Storrs 2003-2005: George Mason Univ., Virginia 1999-2000: Santa Monica College, CA; Completed most upper-level undergrad BSc maths requirements, left without degree. My education is a continuous and ongoing hobby —recently: Galois theory, machineLearning, Haskell, category theory, diffyGeometry &cetera.

τεχ: *fluent or expert, or at least have worked with for years*

familiar-with and happy-to-work with (some of these would be especially excited to work with)

life & goals

Outside of coding, I go outside: open-water swimming, yoga & tai-chi. I like Tarkovsky's films, Gilles Deleuze's philosophical writings, William S Burroughs' literature, and Beethoven's string quartets. My absolute favorite activity is cross-country/trail biking in the mountains. My favorite place in the world is the coastal mountain range of British Columbia.
Professional goal: master functional programming and become super-productive coder/engineer. —Haskell & Clojure especially are fun, but also C++ (and imperative old-school) I look forward to working with. My core expertise are in web tech especially language NodeJS/JS & associated NPM ecosystem; I'm really happy to continue working with these toys.
Long term development goals include:
Simulations: flight, biological, climatic &c; simulations that could be confused for games, games that could be confused with art or literature. I'm interested in sensorally engaging simulations of planetary atmospherics/climate, biological systems (including living anatomical processes), aerospace vehicles, etc.
Algorithmic music composition: Especially an AI composer which takes data as `inspiration`: sensor data for functional synaesthetic human data comprehension.

These days: I'm looking for remote work in a challenging project. While my expertise is JavaScript NodeJS/ReactJS, I'd be excited to work with Haskell, Clojure, Elm, Erlang on languages, and anything OpenGL/WebGL related would also be very attractive.