

Anis Jonischkeit

Senior Fullstack Developer (Platform Team) - Origin Energy

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Personal Summary

I am a Software Engineer with a keen interest and curiosity for all things computing. While my specialisation is in Web Technologies, the breadth of my experience allows me to both take full advantage of what browsers are capable of, as well as building the complimentary systems/tooling to handle what browsers alone can't.

Skills

Strong Experience

Medium Experience

Light Experience

Frontend Programming

JavaScript, **TypeScript**, ESNEXT, **React**, SSR, Redux, Astro, Material UI, Elm, ReasonReact

Frontend Building & Tooling

Webpack, Vite, **Babel**, core-js, Bundle Optimisation, **Monorepos**, **Apptools**, Playwright

Backend Architecture

Micro-Service Architectures, Monoliths, **AWS** (Lambda, RDS, **ECS**, **EC2**, S3, VPC, Cloudfront, **Networking**, **CloudFormation**)

Development Practices

Functional Programming, Test Driven Development, **Property Based Testing**

Web Browsers

Event Loop, Render/Task Queues, Web APIs

Frontend Architecture

Micro Frontend Architectures, Single Page Apps, Multipage Apps, Mixed Rendered Architectures

Databases

Postgres, MySQL, **DynamoDB**, SQLite, **Redis**

Operational Practices

Continuous Integration/Delivery/Deployment, **Canary Releases**, **Infrastructure as Code**, Git

Frontend Layout/Styling

HTML, **Modern CSS**, Responsiveness, **Mobile Experience/Feel**, Positioning

Backend Programming

NGINX, REST, **GraphQL**, **Node/Bun**, Python, Go, **OCaml/ReasonML**, **Haskell**, Rust

Linux System Administration

Arch/Debian/Alpine, **Docker/Compose**, GNU, Systemd, FUSE, SSH, SFTP

Mobile App Development

React Native, Swift, Kotlin/Java

Professional Highlights

- Architected and built out migration pathways to allow upgrades of Origin's major shared dependencies in all of their microsites, for a platform where multiple independent apps run on the same page, with incompatible major dependencies.
- Implemented a solution to allow embedding wordpress UIs within React Microsites without compromising on user experience
- Built a proof of concept for a generic solution to allow our existing pages/microsites to smoothly transition between each other as if they were part of an SPA and preload content and UIs for the next pages, to enable instant transition to them
- Uplifted Origin's Design System (150+ Component) to the latest Material UI (and TypeScript, Styled Components, Babel, etc) with no UI regressions*, and rallied together a core group of contributors to continue keeping our component library up to date with our design system and modern technologies
- Lead the design and development of News UK's Web Fulfilment Platform (Go, MySQL, DynamoDB)
- Setup custom build configurations for monorepos to allow incompatible dependencies to run together
- Built generic and composable UI components for Flight Centre's booking engine and Origin's Design System
- Built Imagus Technology's Facial Recognition Web UI (React, Redux, Flow, Canvas)

Education

Bachelor of Information Technology - Griffith University
Majoring in Intelligent Systems

Most Recent Work Experience

08.2021 - Present

Origin Energy Senior Fullstack Developer - Platform Team

Throughout my time at Origin I worked on just about every aspect of the frontend. I was one of two developers that worked full time on the Frontend Platform and Tooling for Origin's React ecosystem. The Goal of the platform team is to identify and handle common and shared functionality for our frontends. This Includes managing the synergy between the different React apps, the mobile app, Wordpress pages, making it all feel as if it's "a single experience". Below are some projects I worked on while there:

- I setup infrastructure and pathways to allow upgrading Origin's core React dependencies across all microsites. Microsites had been forced to run on old versions of React/Material UI/Styled Components/Webpack/etc, some that were up to 5 years outdated prior to me taking on this project. Since the platform ran multiple React apps on the same page, it externalises certain dependencies as having two versions often caused issues. My work allowed for multiple versions of these core dependencies to run in harmony with one another and was the crucial step in enabling upgrade pathways for our microsites.
- I ran experiments and implemented a solution to allow seamlessly embedding wordpress UIs (authored by content people) into react apps
- I built out a proof of concept for a generic approach to cross page client side routing, pre-fetching, and client side ahead of time rendering, to make the site "feel" like a native app, and to overcome speed issues in upstream providers' services.
- I built a pre-rendering service for SEO bots to be able to get more information out of client side rendered applications
- I uplifted the Origin Design System (Component Library) to the latest dependencies and provided a migration path that allowed for most microsites to upgrade with very little effort. The library contains around 150 reusable UI components and with a PR contained 450 file changes I managed to update dependencies that were between 2 and 5 years outdate while causing almost 0 visual regression.
- I Built out a Backstage services that allows for a single entryptoint into all of our projects. This includes building and hosting documentation, deployment history of apps, ownership of repositories, dependency graphs of apps/repos/libraries, monitoring and more
- Implemented custom UIs from designs for the new homepage and search experience

Technologies Used

- | | | |
|--|-------------------------|--|
| • Javascript, Typescript | • Node, Lambda, ECS | • Microfrontend Architectures |
| • React, Material UI, Styled Components | • Backstage | • CI Pipelines |
| • Webpack, Babel, Vite, CoreJS, Applitools | • NGINX | • New Relic |
| | • Playwright, Puppeteer | • AWS (CloudFront, S3, CloudFormation, Lambda) |
| | • Docker, Compose, ECS | |

10.2019 - 12.2020

News UK Senior Software Engineer / Squad Lead (Permanent)

I started at News UK as a Senior Software Engineer working on a new project to design and build News' new monetisation platform and its integration with the access platform. Some months into the project our squad lead left the company and I took on his role, co-ordinating with the other squads and guiding our piece from the perspective of the whole project.

- Wrote and presented proposals for new parts of the system
- Co-ordinated with other squad leads to decide the direction in which each squad would go
- Designed user journeys and generalised data structures and application flows to best accomodate these journeys
- Mentored junior staff and participated in knowledge sharing sessions
- Set up infrastructure as code to create reproducible insfrastructure on AWS via Terraform
- Implemented new APIs to support new functionality
- Wrote backwards compatible code and multi-stage database migrations to support Canary releases
- Identified, debugged and fixed production errors prompted by New Relic logging and alerting
- Wrote application code with well defined boundaries so it could be split out into microservices

05.2018 - 02.2019

Flight Centre Travel Group
Frontend Web Developer (Contract)

While at Flight Centre I worked on the Australian Booking Engine, integrating it with Flight Centre Canada's booking providers and opening up the pathway to support other international Flight Centre brands on this now universal Flight Centre Booking Engine.

- Built components needed to deal with new requirements from Flight Centre Canada.
- Worked with the backend developers to create new data representations that support multiple data sources.
- Helped the team gain a better understanding of React, the Flow type checker and how we can better express our data to limit the number of ways in which we can make mistakes.
- Worked on creating guidelines to write more generic and composable ui components.
- Improved developer tooling by fixing bugs in VSCode extensions and creating a tool to better visualise our functional tests.

Technologies Used

- | | | |
|--|-----------------|------------|
| • JavaScript (ES2018, React, Redux, Ramda, Reselect, Flow) | • Vagrant | • PHP |
| • Material UI | • Jest (Enzyme) | • Symphony |
| | • Selenium | • Jenkins |

11.2016 - 04.2018

Imagus Technology Pty Ltd
Full Stack Web Developer

- Re-wrote the "Imagus Facial Recognition" front-end application to make it faster, more responsive and easier to reason about (React, Redux, Flow, Semantic-UI).
- Taught and supervised better practice React / Redux development for new staff.
- Re-wrote the company's backend drastically increasing the up time of the application, making it much easier to maintain, adding automatic documentation and parameter validation. (Python, Flask, Gevent)
- Developed a GraphQL solution for more advanced querying of data.
- Dockerised different projects.
- Deployed projects to Amazon's servers.
- Wrote an Elm Component that allows a user to pick out and adjust where faces are in an image.
- Built a prototype of the facial recognition software for IOS.

Technologies Used

- | | | |
|--|----------------------------------|--|
| • JavaScript (ES2017, React, Redux, Semantic UI) | • Python 2.7 (Flask, SQLAlchemy) | • PostgreSQL |
| • Flow | • Graphene (GraphQL) | • AWS Cognito, S3, ECS, CloudFront Lambda, IAM |
| • Elm | • Docker | • Swift |

06.2016 - 09.2016

Promis.co
Developer (Casual)

Developed an invoice extraction tool to extract important information from client's invoices using NodeJS.

11.2015 - 06.2016

Pebble Design
Front End Web Developer

Created stylish hotel websites for the clients of pebble design using HTML5, CSS3 and JavaScript.