

Joshua Wyllie

software engineer

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Hello, I'm a full stack software developer with 3 years experience and notable expertise in web technologies (React/TypeScript). In my free time I like going to the gym, running, skiing (NZSIA qualified ski instructor) as well as language learning. I'm personally interested in machine learning and functional/alternative programming languages, and exploring these through side projects (mostly private repo's).



Experience

Arq — React Developer

MARCH 2022 - PRESENT, AUCKLAND NZ / REMOTE

Leading frontend development on various projects using React and TypeScript.

Declear — Founder

JULY 2021 - PRESENT, AUCKLAND NZ

Currently developing an MVP for a full stack webapp as a solo founder. Makes advanced use of React and TypeScript to create an in-browser game engine.

Solnet — Junior Software Engineer

SEPTEMBER 2019 - JULY 2021, WELLINGTON/AUCKLAND NZ

Lead the development and support of a full-stack system using Node.js on AWS serverless technologies (Lambda, DynamoDB, etc.) to provide a critical system for the Ministry of Health. Developed and supported applications for a variety of other clients (PHP, TS, React, Angular, more). Was promoted sooner than peers from Junior to Software engineer.

NoNoRank — Intern Developer

MARCH 2019 - JUNE 2019, UPPSALA SE

Worked on various tasks at the search engine startup. This included a machine learning classification task, implementing the cache, as well as broader design/planning.

Education

University of Canterbury — BSc Computer Science

FEBRUARY 2016 - JUNE 2019, CHRISTCHURCH NZ

Additional papers in Physics, Economics, and Statistics. Much project work. Completed my final semester on exchange at Uppsala University in Uppsala, Sweden with flights covered by UC.

Certifications

AWS Certified Developer Associate

AUGUST 2020 - AUGUST 2023

Projects

GitHub

<https://github.com/j-wyllie> - will add to read permissions to private repos on request

ALR — Full-Stack Webapp

A webapp (Angular) with a series of integrated back-end systems, which I lead the development of and support for the Ministry of Health.

ODMS — Java Application

Organ Donation Management System developed in a team of 9 over a year. Followed strictly the Agile Scrum

KeepMoving — Android Game

Developed using Java with the LibGDX framework. Can be found on the Play Store here:

<https://play.google.com/store/apps/details?id=com.joshuawyllie.game>

Technologies

TypeScript, JavaScript, Node.js, ReactAngular, PHP, SilverStripe, Java, Python, C, AWS, Azure, Linux, BASH, Git, OpenGL, LibGDX, SQL, HTML, CSS, more