

# 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 and React. 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).



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## Experience

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### **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 pairs 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.

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## Education

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### **University of Canterbury** — *BSc Computer Science*

FEBRUARY 2016 - JUNE 2019, CHRISTCHURCH NZ

Additional papers in Physics, Economics, and Statistics. Much project work. Completed a semester on exchange at Uppsala University in Uppsala, Sweden with flights

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## Certifications

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### **AWS Certified Developer Associate**

AUGUST 2020 - AUGUST 2023

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## Projects

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### **GitHub**

<https://github.com/j-wyllie> - see for more projects

### **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:

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## Technologies

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