Joshua Wyllie
software engineer

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Hi, I'm a computer science graduate with a passion for innovation. In my free time I like going to the gym, running, skiing (NZSIA qualified ski instructor) as well as language learning (>2 year Duolingo streak). I'm personally interested in machine learning and functional/alternative programming languages, and exploring these through side projects (mostly private repo's)

Experience

Solnet — *Junior Software Engineer*
SEPTEMBER 2019 - PRESENT, WELLINGTON NZ

Lead the development and support of several back-end systems using Node.js on AWS serverless technologies (Lambda, DynamoDB, etc.) to provide a critical system for the Ministry of Health. Supported applications for a vaiety of clients (PHP, TS, React, Angular).

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

Uppsala University — *Exchange Program*
FEBRUARY 2016 - JUNE 2019, UPPSALA SE

Completed my studies while on exchange in Sweden. Earned return flight scolarship.

University of Canturbury — *BSc Computer Science*
FEBRUARY 2016 - JUNE 2019, CHRISTCHURCH NZ

Additional papers in Physics, Economics, and Statistics. Much project work.

Certifications

AWS Certified Developer Accossiate
AUGUST 2020 - AUGUST 2023

Projects

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

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 playstore here: https://play.google.com/store/apps/details?id=com.joshuawyllie.game

Technologies

TypeScript, JavaScript, Node.js Angular, React, PHP, SilverStripe, Java, Python, C, Linux, BASH, Git, OpenGL, LibGDX, SQL, HTML, CSS