

# 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)



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## Experience

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### 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 variety 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.

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## Education

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### Uppsala University — *Exchange Program*

FEBRUARY 2016 - JUNE 2019, UPPSALA SE

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

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

FEBRUARY 2016 - JUNE 2019, CHRISTCHURCH NZ

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

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## Certifications

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### AWS Certified Developer Accossiate

AUGUST 2020 - AUGUST 2023

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## Projects

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### 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>

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## Technologies

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

