

Joshua Kelly
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EXPERIENCE

- **Universe (part of NYSE:LYV)** Toronto, ON
Chief Technical Officer (CTO) Dec 2016 - Present
 - **DIY Ticketing:** Universe is an international DIY platform for selling tickets. We power event ticketing for some of the most passionate fans in the world like **Blizzard Entertainment's** annual Blizzcon. If you've been to a **TechCrunch Disrupt** recently, you've used our tech.
 - **Exit:** Acquired by **Live Nation Entertainment** (on behalf of their subsidiary, **Ticketmaster**) in 2015 for an undisclosed amount. Member of the original pre-acquisition team, hired as the second developer, and remaining the lead from 2013 until the acquisition. Provided technical specifications to Ticketmaster CTO during due diligence.
- **Universe (part of NYSE:LYV)** Toronto, ON
Vice President, Engineering Dec 2016 - Present
 - **Growth:** Led tech team through a period of 3x annualized growth in transactional volume - scaling the platform from \$x0M in annual gross ticket sales to \$x00M. Today, Universe has over 60 employees serving 12 international markets with offices in San Francisco, Toronto, and London.
 - **Tech Leadership:** Launched a developer platform (developers.universe.com) and a **GraphQL API** - the first in the event industry.
- **Universe** Toronto, ON
Senior Software Developer Apr 2012 - Nov 2016
 - **VC-Backed Startup:** Pre-acquisition Universe, above, was initially a VC-backed startup (**Real Ventures**), raising \$2.5M.
 - **Architecture:** Designed and built version one of most of the core system applications, from the heart of our consumer facing checkout experience (embed.js) to complex data warehousing and ETL pipelines.
 - **Product Development:** Launched successful products during pivotal moments of company history. Successfully designed scaling solutions for the first high-volume Blizzcon, which exceeded Stripe's undisclosed transactional rate limit and required custom support on their end.
- **Enginess (formerly Moveable Online)** Toronto, ON
Web Developer Jan 2011 - Mar 2012
 - **Advantage WebStore:** Onboarded new clients on to a proprietary e-commerce platform for mid-sized retailers. Supported the rollout of the product's first bilingual store, designing and developing core product localization.

PROJECTS

- **DecentPost:** Winner of **Open Zeppelin Bounty** at **ETHDenver**. A decentralized delivery protocol written in Solidity on top of Ethereum.
- **Transponder:** A short-form decentralized messaging app built on Ethereum's contract event logs with Solidity and Truffle at **ETHWaterloo** 2017, to-date the largest Ethereum hackathon in the world.
- **Quant:** A quantified-self, self-hosted tracking platform with support for several major device manufacturers including FitBit and Withings (now Nokia).
- **Nockxir:** An Elixir-based interpreter for Urbit's Nock combinator VM.
- **df8:** Winner of Music Hackday, Toronto. A distributed, collaborative music sequencer using mobile phones and WebSockets.
- **(Redacted):** A gallery installation in London. Using images crawled from a large social media app, I trained a generative adversarial network to produce a haunting series of artificial faces.

EDUCATION

- **University of Toronto (Trinity College)** Toronto, ON
Bachelor of Arts With Distinction Sep. 2006 - Dec. 2010

SKILLS

- **Languages:** Elixir, JavaScript, Ruby, Python, Rust, SQL, R, Solidity
- **Technologies:** AWS, GCE, Kubernetes, Ethereum, Urbit, Postgres, MongoDB, Redis, vim, POSIX