

# Joshua Kelly

VP Engineering, Hacker, Artist  
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## EXPERIENCE

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- **Universe (part of NYSE:LYV)** Toronto, ON  
*Vice President, Engineering* *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.
  - **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

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- **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.
- **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.
- **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.

## PRESS

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- **Free your Fitbit, The Verge:** Featured alongside Naveen Selvadurai of Foursquare, **The Verge** wrote about my quantified-self tracking application.

## EDUCATION

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

## SKILLS

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