Joshua **Korner-Godsiff**

Software Engineer

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About Myself

I'm Josh. I'm a software developer with around 7 years of commercial experience, and I currently live and work in Sydney.

For most of 2020 I have been working on my own startup in the digital identity space. However, due to some significant life events I'm putting that on the back-burner for a few years and hopping back into the job market.

My expertise is in large-scale data processing pipelines and functional programming, and I have extensive experience doing web development. I'm also passionate about privacy, civil liberties, and the environment.

For my next role I'm looking for something where I can step up and take on more responsibility. In particular, a role where I can work across both software development and product management would be ideal.

I graduated from the Australian National University in 2014 with a Bachelor of Computer Science (Honours) - one of their most challenging and selective degrees.

At university I focused on large scale parallel and distributed systems; various machine learning, data mining and AI techniques; and a healthy dose of pure theory and mathematics.

Skills

Programming	Haskell, Scala, Java, JavaScript, Python, SQL
Document / Data Formats	HTML & CSS, XML, Avro, JSON
Databases	MySQL, PostgreSQL, Kafak, ElasticSearch
Libraries & Frameworks	React, Angular, Hedgehog, Amazonka, Lens, MTL
Cloud Platforms	AWS
Operating Systems	Windows, Ubuntu Linux, MacOS
Tools & Software	VSCode, JetBrains IDEs, Git, Terraform
Soft Skills	Agile, Product Management, Mentoring

Experience

1Self
Sydney, Australia

Co-Founder — *February 2020 - Present*

As a co-founder I worked across all functions of the business, with a particular focus on software development, product management, and legal and compliance issues.

Netscout (formerly Arbor Networks)
Sydney, Australia

Software Engineer — *January 2017 - January 2020*

At Netscout I worked as part of an agile team to deliver scalable data processing pipelines that power a suite of analytics tools and services which are used by both their customers, and their sales and support teams.

My team and I were responsible for almost all aspects of these pipelines, including development, deployment, monitoring, end-to-end-testing, and working with our product and delivery management team to clarify goals and scope work.

I primarily worked in Haskell for development, with some forays into Scala (legacy pipelines), Ruby & Terraform (deployment & infrastructure tooling), Python (ML code, scripting), and even occasional bits of C and JavaScript.

I learned an incredible amount, especially about what it takes to develop and deploy stable, scalable, and maintainable solutions. I also greatly enjoyed some of my secondary duties, which included leading internal workshops on Haskell and functional programming, as well as mentoring interns in some fundamental computer-science concepts.

General Dynamics Mediaware   *Canberra, Australia*
Software Engineer   *October 2015 - December 2016*

At Mediaware I worked as part of an agile team to help deliver mission critical video processing software to our defence and broadcast customers around the globe.

My primary responsibility was leading the development and design of the web-based user interfaces to our core products. These used a purpose-built Python + KnockoutJS framework, as many of the products had real-time constraints that required a careful interaction model. Later in the role I also introduced a more traditional AngularJS + Python stack for a separate project.

My secondary responsibilities included working with senior architects on system design, liaising with key stakeholders to gather requirements and feedback, and producing reports to inform business level decision making.

I also dove into the main server applications (C/C++) from time to time to implement the relevant endpoints and data sources for the UI.

Welcomer   *Canberra, Australia*
Software Engineer   *October 2014 - July 2015*

My role at Welcomer was as a full-stack developer. I was primarily responsible for building and maintaining our application's front-end structure and logic using Angular JS, as well as its associated test-suites and build-system.

I also spent some of my time delving into the our backend framework to make changes to our JSON API as needed. The backend was custom built software written in Scala + Akka, and backed by Mongo.

Australian National University   *Canberra, Australia*
Tutor   *February 2012 - June 2015 (Part time)*

I worked as a tutor during the first semesters of 2012, 2013, and 2015, teaching the "Introduction to Programming and Algorithms" course.

My duties included tutoring groups of 10-20 first year students on programming; marking assignments; administering tests; and participating in weekly meetings in order to manage the course's operation and content.

Oxide Interactive   *Canberra, Australia*
Junior Web Developer   *January 2010 - September 2010*

Zoo Advertising   *Canberra, Australia*
Web Developer (Contractor)   *March 2009 - September 2009*

The Stavridis Group   *Canberra, Australia*
Junior Web Developer   *November 2008 - February 2009*

Education

Australian National University   *Canberra, Australia*
Bachelor of Computer Science (Honours) - First Class Honours   *2009 - 2014*

The Bachelor of Computer Science (Honours) is a four year undergraduate degree taught in English. The degree is a research-focused professional program for exceptional students who have an interest in undertaking research in an industry or academic environment. It is expected that students will graduate with First Class Honours.

Bachelor of Computer Science (Honours) students are expected to maintain a superior distinction average in order to remain in the degree.

An academic transcript is available upon request.

General Assembly   *Sydney, Australia*
Product Management - 1 Week Intensive   *2019*

A one week intensive course on product management, covering topics such as the product lifecycle, hypothesis validation, customer interviews, personas, feature prioritisation, competitor research, minimum viable products, product roadmaps, metrics, sketching, wireframes, usability testing, and agile.

Community Involvement

International Conference on Functional Programming   *Berlin, Germany*
Attendee   *2019*

Lambda Jam   *Sydney, Australia*
Attendee, Speaker   *2017, 2018*

  In 2018 I gave a talk on "The Human Side of Haskell"

PyConAU   *Melbourne, Australia*
Attendee   *2016*

Functional Programming Meetup   *Canberra & Sydney, Australia*
Group Member   *2016 - Present*

Lean Beer Meetup   *Canberra & Sydney, Australia*
Founding Member   *2016 - Present*

  A fortnightly meetup on Agile, Lean, project management, software development, & startups

Presentations

Lambda Jam   *Sydney, Australia*
The Human Side of Haskell   *2018*

  ↗ YouTube - https://www.youtube.com/watch?v=Z0vkQLLUVGw