Josh Shone

Full-stack software developer

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Hi, I'm Josh - a full-stack web and native applications developer living in Berlin (originally from Canberra, Australia). I have around 9 years experience, covering UX/UI design, native applications, low-level multimedia processing and modern HTML5/JS using Agile.

Employment

KIWI.KI GmbH

2016 - 2018
2 years, 6 months

🖰 Full-stack web developer

📍 **Berlin**

Developed and released an overhauled version of KIWI's web app for housing companies, covering backend work in Python/Flask and frontend work in node.js/backbone. Also implemented user experience improvements to KIWI's consumer web frontend.

General Dynamics Mediaware

2012 - 2015
3 years, 4 months

🖰 Native application programmer 🖰 Web developer

📍 **Canberra, Australia**

Initial role as C++ programmer engaged in performance analysis, debugging and feature development on a large codebase. Worked in a mid-sized Agile team adhering to well-defined processes for issue-tracking, continuous integration, customer feedback and development iterations.

Helped develop the company's flagship product InStream, a high-performance multi-threaded video processing service for broadcast television. Also engaged in R&D, producing working prototypes for new products - one of which went on to be used by Australian firefighting services.

Took on a new role as primary web developer after showing initiative by producing performance analysis tooling with HTML5. Went on to develop a company-wide framework for service control utilizing cutting-edge web standards including websocket-based RPC (WAMP) and reactor-based networking (Twisted). Was also responsible for UI design, mockups, user-testing and producing high-quality documentation.

NCH Software

2009 - 2012
3 years, 4 months

🖰 UI Designer 🖰 Native application developer

📍 **Canberra, Australia**

Was responsible for creating several native desktop applications from scratch, including a non-destructive photo editor and musical notation software. Initial concept, design, mockups, prototyping, development and release was handled either solo or in small teams. Highlights:

- Designed a unique modeless editing UI for sheet music.
- Implemented a dynamic level-of-detail system for smoothly scaling fast fourier transform visualizations.
- Developed a high-performance non-destructive image transformation and layering system.

Education

Academy of Interactive Entertainment

2007 - 2008
📍 **Canberra, Australia**

📖 Adv. Diploma of Professional Game Development
📖 Cert IV in 3D Animation for Games and Film

Covered a broad range of computer science and visual design topics, including:

- Composition, layout and prototyping
- Realtime games programming in C++ (Visual Studio)
- 3D content creation and animation (3dsMax)
- Use of realtime graphics engines (Unreal)

Skills

HTML5/CSS3
5 years professional experience with modern web standards, client-side rendering, responsive design

Node.JS
Have used node for its build tooling/package ecosystem in production.

SASS
Have atomic-design structured SASS in production, with high browser compatibility.

Python
Gained a deep knowledge after using Python professionally for many years in server-side networking. It's my go-to choice for any trivial math/logic problem, but I have experience using it at

Polymer
Currently giving Polymer 1.2 a good workout in a personal project, and would be stoked to use it at

C++
Long and deeply involved history with C++ at work, in personal projects and while studying games programming. Strong OOP design, multi-threaded/high-performance disciplines, advanced use of

Bower
Good working knowledge of bower dependency management.

socket.io
Up to speed with socket.io 1.0 rooms, namespaces, binary encodings etc. Also have a deeper knowledge of the underlying mechanisms, i.e. websockets,

KnockoutJS
Extensive in-depth use, pushing the library to its performance limits and extending its capabilities.

Twisted
3+ years experience working with Twisted, including interfacing with C++ codebases using non-blocking RPC (WAMP) and other advanced usages.

Javascript
Experience with developing large, well structured JS codebases, with a growing knowledge of ES6/ES7 language features.

Backbone.js
Have developed and deployed backbone applications to production.

SQL
Experience writing SQL-backed apps - async/non-blocking and high-performance.

Git
Used extensively both professionally and personally. Have a solid understanding of underlying concepts.

jQuery
Used fairly comprehensively in the past.

Bootstrap
Used liberally in past work projects.

Coffeescript
Used pretty rigorously in a past personal project; would be delighted to use it again.

Gulp
Up to speed with writing and managing gulp tasks for optimization, deployment etc.

Go
Covered briefly in a previous personal project. Certainly an enthusiast of Go and keen to put it to

Linux
Many years experience both personally and professionally. My ideal development environment is in Linux.