Josh Shone

Full-stack developer

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Hi, I'm Josh - a full-stack developer living in Berlin (originally from Canberra, Australia). I've worked as a developer for almost 10 years, with a broad range of experience from web development and native apps, to backend and system languages like C++ and Go. I'm also a long-time linux and open-source enthusiast.

Employment

flowkey GmbH
📍 Berlin 2019 - 2020
4 months

I worked briefly at flowkey GmbH, completing several projects for their piano learning web-app such as the implementation of their 'Netflix' style redesign and a specialized layout algorithm for note name internationalization. A variety of tools and technologies were covered, such as GraphQL/Apollo, React, MongoDB, Swift and Android debugging.

KIWI.KI GmbH
📍 Berlin 2016 - 2018
2 years, 6 months

Developed and released an overhauled version of KIWI's web-based portal for housing companies, covering back-end work (Python, Flask), database refactoring (PostgreSQL), front-end design and implementation (ES6 Javascript, Backbone, Foundation CSS), build system re-tooling (NodeJS, Gulp), and deployment (Kubernetes).

My work at KIWI was often truely full-stack, with tasks requiring me to flash hardware to test new firmware, delve into dense SQL queries, all the way up to UI-design and user-experience considerations; even some graphic-design.

General Dynamics Mediaware
📍 Canberra 2012 - 2015
3 years, 4 months

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. I helped develop the company's flagship product InStream, a high-performance multi-threaded video processing service for broadcast television.

Took on a new role as primary web developer after showing initiative by producing browser-based performance analysis tooling. Went on to develop a company-wide framework for service control utilizing 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
📍 Canberra 2009 - 2012
3 years, 4 months

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
📍 Canberra 2007 - 2008

🎖 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:

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

Deutsche Akademie für Sprachen
📍 Berlin 2019

Taking advantage of a language-learning visa, I studied German full-time to help with my goal of acheiving permanent residency in Germany. I continued until B1 level.

Skills

HTML
Many years of professional experience with modern web standards, client-side rendering, responsive design etc. Some topics delved into, both professionally and personally:
• WebRTC/Websockets
• Advanced Canvas and SVG based animation
• Various SPA techniques and use of Service Workers

Node.js
Node and its build tooling and package ecosystem has been a mainstay for many projects and products I've worked on.

Python
Gained a deep knowledge after using Python professionally for many years in server-side networking. I have experience developing, maintaining and deploying Python-based APIs and applications.

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

Go
I am familiar with Go and use it in personal projects. I'm looking forward to using it professionally.

Linux
Linux has been my preferred development environment for most of my career, and I greatly value the speed and simplicity of an installation that I have personally customized.

Javascript
Experience with developing large, well structured JS codebases in a variety of frameworks, with ES6/ES7 language features and an emphasis on writing clean, functional-style code.

My coding style and priorities when writing Javascript come from a background in statically-typed languages, which I feel helps me write testable and reliable codebases.

CSS
I extract a perverse pleasure from debugging puzzling layout glitches and implementing designs that thoroughly cover every edge-case.

I have experience with pre-processors like SASS and LESS, and both developing styling with modern CSS3 and highly cross-browser compatible stylesheets.

Kubernetes
I have experience working in an entirely Kubernetes-based development pipeline, where I have helped deploy and manage pre-production and staging environments.

SQL
I have experience writing SQL-backed server code and applications with async/non-blocking and high-performance queries. I've been responsible for large-scale database refactoring, performance analysis and customer data anonymization.

Git
Used extensively both professionally and personally. Have a solid understanding of underlying concepts, and use it for the swiss-army-knife toolkit it is.