Linden Hutchinson

Software Engineer (Full Stack)

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Professional Experience

Software Engineer
May 2025 - Present

Sidekicker | Melbourne

- Developed features for a GraphQL API and React-based applications, ensuring seamless full-stack integration.
- Dramatically improved database performance by optimising a key SQL query, resulting in a 96% reduction in execution time.
- Conducted a thorough security audit of the codebase, identifying and remediating vulnerabilities to safeguard user data.
- Enhanced system observability by working with tools such as New Relic, Sentry and Grafana, enabling proactive identification of performance bottlenecks.
- Spearheaded new testing strategies and improved the Developer Experience (DevEx) for the testing suite, increasing deployment confidence.

Senior Software Developer
March 2023 - May 2025

Tesserent - Cyber Solutions by Thales | Melbourne

- Triaged and resolved critical bugs in a legacy Django application, including a 6-month-old hidden issue; saved the development team 30 minutes of manual workaround time per day.
- Architected and built internal tools and APIs using a modern Python stack, including FastAPI, Django Ninja, and HTMX.
- Developed robust CI/CD pipelines with automated system builds and unit testing (Pytest) to ensure secure and reliable deployments.
- Led code reviews and technical mentorship, ensuring adherence to security best practices and high-quality coding standards.

Software Developer
January 2019 - March 2023

Hutchinson Software | Melbourne

- Modernised a legacy PHP system by resolving core stability issues, significantly increasing system uptime and client satisfaction.
- Developed a bespoke Laravel application for event management, automating workflows and improving operational efficiency.
- Engineered a Vue.js data dashboard powered by a PHP REST API, implementing a comprehensive test suite using PHPUnit and Playwright.
- Optimised complex SQL queries across datasets involving millions of rows to maintain high application performance.

Technical Skills

Languages: Python, PHP, SQL, JavaScript, TypeScript, HTML/CSS

Frameworks & Libraries: Django, FastAPI, Laravel, Django Ninja, HTMX, React, Vue, Node.js, Ruby on Rails

Tools & Infrastructure: Pytest, PHPUnit, Redis, Docker, CI/CD (GitHub Actions/GitLab), New Relic, Grafana, AWS, GraphQL, REST APIs, Git

Education

Bachelor of Artificial Intelligence
2019 - 2022

Deakin University | Grade: Distinction

Projects

Real-Time Multiplayer Game
2025

A real-time social deduction game utilising a modern Python backend. Built with Django Ninja for typed REST APIs and Django Channels/Redis for low-latency communication. Decoupled frontend using Alpine.js and containerised with Docker.

Technologies: Python, Django, Django Ninja, Channels, Redis, TypeScript, Docker