

## Oliver Thurley

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### **Fullstack Software Developer : JavaScript • React • Node.js**

Creative and technically skilled junior software developer transitioning from a successful academic career in music technology and creative coding. After a decade of designing and teaching modules involving programming, algorithmic systems, and interactive technologies, I now focus full-time on web development and software engineering. I bring excellent communication, project management, and problem-solving skills, along with a growing portfolio of hands-on development projects.

### **Education**

#### **0.1.1 PhD**

*University of Leeds, 2012–2016*

Fully funded by AHRC. Awarded with no corrections and winner of the Board of Examiners Prize.

#### **MA, Computer Music & Music Technology – Distinction**

*University of Leeds, 2010–2011*

#### **BA (Hons), Music Production – First Class**

*Leeds College of Music, 2007–2010*

### **Professional Experience**

#### **0.2.1 Lecturer - University of Leeds**

**2019 – present**

- Designed and led modules in creative coding using JavaScript, p5.js, Max MSP, and algorithmic design principles.
- Delivered lectures, workshops, and presentations to diverse technical and creative audiences.
- Supervised technical projects including interactive installations and generative systems.
- Produced technical documentation and tutorials to support student development.

#### **0.2.2 Teaching Fellow - University of Leeds**

**2016 – 2019**

- Delivered technical teaching across music technology and electronic engineering programmes.
- Taught programming concepts, interactive systems, and audio signal processing.
- Supported student development with structured project feedback and supervision.

### **Technical Skills**

- **Languages:** JavaScript, TypeScript, Python, HTML, CSS
- **Frameworks & Libraries:** React, Node.js, Express, p5.js

- **Databases & APIs:** RESTful APIs, PostgreSQL (learning)
- **Tools:** GitHub, Docker, npm, VS Code, Markdown, LaTeX
- **Testing & Deployment:** Unit Testing, Render, Docker (intro), CI/CD (basic)
- **Currently Learning:** Next.js, AWS, React Native
- **Other Skills:** Technical writing, agile collaboration, mentoring, public speaking

## Software Projects

### 0.4.1 Grant Scribe – React • TypeScript • Express • OpenAI API

SPA that generates tailored research proposals from user input. Built with React (TypeScript), Node.js/Express backend, and RESTful calls to the OpenAI API. Deployed via Render. Demonstrates component-based architecture, async data fetching, error handling.

### 0.4.2 clouddrift – Node.js CLI Tool

Published npm module that generates animated ASCII clouds using simplex noise. Demonstrates proficiency in package publishing and noise algorithms.

### 0.4.3 Pen Plotter Art – p5.js • Raspberry Pi • Arduino

Interactive generative drawing using p5.js to design visuals, render gcode, and control a 3D-printed pen plotter. Combines creative coding, hardware integration, and microcontroller programming.

### 0.4.4 Harmonic Synthesizer – p5.sound • JavaScript

Browser-based synthesizer for demonstrating harmonic series relationships through real-time audio generation and UI controls. Used in educational settings for interactive music teaching.

### 0.4.5 Tempest – ZMK Firmware • Hardware

Designed and built a wireless 36-key split keyboard running custom ZMK firmware. Focused on PCB layout, embedded firmware, and configuration.

## Contact

Please get in touch via [o.thrly@gmail.com](mailto:o.thrly@gmail.com) and find me on GitHub or LinkedIn.