Oliver Thurley

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I am driven to learn and always strive to expand and develop my skills through applied projects. I combine a creative approach with strong analytical thinking, and am experienced in research, communication, and problem-solving. I am a fast learner and thrive when collaborating to design and build innovative solutions. Following a number of years working as an academic lecturer in music technology, I am now looking to change careers to software development to focus on my passion for code and collaboration.

Technical Skills: Full-Stack

- **Languages:** JavaScript, Python, TypeScript, HTML, CSS;
- **Frameworks & Libraries:** React, Node.js, Express.js, p5.js;
- **Databases & APIs:** SQL (Postgres, SQLite), RESTful APIs, OpenAPI/Swagger;
- **Tools:** Git, GitHub, Linux, Neovim, VS Code, Markdown, npm and PyPi packaging, LaTeX, AI-ready;
- **Testing & Deployment:** GitHub Actions (CI/CD), Docker, Unit Testing (pytest, mocha, jest), Render, Netlify, Supabase;
- **Other Skills:** Technical writing, research, agile practices, mentoring, public speaking and teaching.

I have contributed to the open-source project p5.js, a creative-coding JavaScript library by the Processing Foundation.

Professional Experience

Lecturer, University of Leeds (2019 – present)

- Lectures and workshops on JavaScript, p5.js, and Max/MSP.
- Designed and led “Computational Art” module, introducing non-coders to JavaScript, creating algorithmic art, music, and poetry as well as other digital arts.
- Led design of 6 new modules and managed 12 other modules (2019–present).
- Programme leader of BSc Music, Multimedia and Electronics programme, co-taught with School of Electronics and Electrical Engineering.
- Worked as part of a team to develop a new Music Technology programme, which recruited >40% of our School’s undergraduate intake in 2024-25.
- Supervised over 20 undergraduate software-based student projects, including procedural systems, interactive installations, multi-channel audio diffusion systems, and music education apps.
- Each academic year I produce new technical documentation and teaching materials, including a successful YouTube-partnered channel teaching the programming language, Max/MSP.
- Supervisor and examiner to PhD students.
- My tutored students’ average grade is a high 2:1. (2023–25)

Teaching Fellow, University of Leeds (2016 – 2019)

- Technical teaching across BA, MA Music Technology and BSc Electronic Engineering programmes.
- Supported student development with structured mentoring, project feedback, tutorials and supervision.

Education

- **PhD** - Music - Fully funded by AHRC. Awarded without corrections and Board of Examiners Prize. University of Leeds, *2012–2016*
- **MA** - Computer Music & Music Technology (Distinction) - University of Leeds, *2010–2011*
- **BA(Hons)** - Music Production (First Class) - Leeds College of Music, *2007–2010*

Projects

Grant Scribe (React, TypeScript, Express, OpenAI API)

A project to apply skills in React, Typescript, CI/CD, and the OpenAI API. This SPA generates tailored research proposals from user input. Built with React, Node / Express backend, and RESTful API calls. Deployed via Render. Demonstrates component-based architecture, async data fetching, error handling.

scryfall-set (Python, SQL, CLI Tool)

A project to develop skills with data ingestion and database queries in Python. Leverages the Scryfall API and an SQLite database to allow a user to view stats for MTG set releases and custom searches via the command line. Packaged and released through PyPi index.

clouddrift (Node.js, CLI Tool)

Developed skills in npm packaging by creating and publishing a CLI module that generates animated ASCII clouds on the user's terminal using simplex noise. Demonstrates proficiency in package publishing, creative application of noise algorithms.

Pen Plotter Art (p5.js, Arduino)

Interactive generative drawings using p5.js to design algorithmic visuals, and controlling a 3D-printed pen plotter. Applied skills in creative coding, SVG processing, hardware integration, and microcontroller programming.

Harmonic Synthesizer (p5.sound, JavaScript)

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

Tempest (ZMK Firmware, Hardware)

Designed and built a wireless 36-key split ergonomic keyboard running custom ZMK config (Zephyr). Learned about PCB layout, embedded firmware, and configuration.

Certifications & Awards

- GitHub Foundations certification - GitHub
- Full-Stack Engineer certification - Codecademy
- Kranichsteiner Musikpreis - Internationales Musikinstitut Darmstadt, Germany, 2018
- Artist Residency, Junge Akademie scholarship - Berlin Akademie der Kunst, Germany, 2022

Contact

Please get in touch via `o.thrly@gmail.com` and find me on GitHub or LinkedIn.