

Oliver Thurley

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Software developer with a background in creative coding, algorithmic thinking, music, and web technologies. Proficient in JavaScript, React, Node.js, and RESTful APIs.

For the last ten years I have been teaching and researching music technology. Now transitioning from academia to industry, I bring a unique blend of research expertise, teaching experience, and hands-on software development skills.

Skills

- **Languages & Frameworks:** JavaScript, React, Python, TypeScript, HTML, CSS, Node, Express, RESTful APIs, p5.js
- **Tools & Platforms:** Git, GitHub, npm, Docker, Unit Testing, Markdown
- **Currently Learning:** Next.js, AWS, PostgreSQL, React Native
- **Other:** Technical documentation, collaborative problem-solving, agile working, academic supervision, public speaking, mentoring

Education

- **Doctorate (2012–2016)** – PhD, School of Music, University of Leeds. Full AHRC scholarship. No corrections, board of examiners prize.
- **Masters (2010–2011)** – MA in Computer Music & Music Technology, University of Leeds. Distinction.
- **Undergraduate (2007–2010)** – BA(Hons) Music Production, Leeds College of Music. First class (Hons).

Experience

0.3.1 Lecturer, University of Leeds (2019–present)

- Led cross-disciplinary modules in music technology and creative coding, including the design of Computational Art module with programming and software development focus (JavaScript, p5.js).
- Conducted research resulting in publications and presentations at international conferences.
- Supervised PhD students and final-year projects focused on interactive systems and algorithmic design.
- Produced instructional resources and technical documentation; delivered academic presentations and workshops.
- Introduced GitHub workflows and version control into teaching practice.

0.3.2 Teaching Fellow, University of Leeds (2016–2019)

- Taught on the BSc Multimedia, Music & Electronics programme in the School of Electronic and Electrical Engineering and School of Music.

- Delivered technical lectures in sound programming and interactive media.

Personal Projects

0.4.1 Grant Scribe – React + TypeScript + OpenAI + Express

SPA that generates tailored research proposals from user input. Uses RESTful API calls to interact with OpenAI. Built with component-based architecture, deployed via Render, managed through.

0.4.2 clouddrift – Node.js CLI Tool

Published npm module that generates animated ASCII clouds using simplex noise functions.

0.4.3 Pen Plotter Art – p5.js + Raspberry Pi + Arduino

Interactive generative art project controlled via a 3D-printed plotter. Uses p5.js for algorithmic design and gcode via microcontroller for hardware control.

0.4.4 Harmonic Synthesizer – p5.sound + p5.js

Browser-based synthesizer for demonstrating harmonic relationships in sound.

0.4.5 Tempest – wireless split keyboard

Designed and build a 36-key split keyboard with ZMK firmware.

Contact

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