

Oliver Thurley

Email: o.thrly@gmail.com **Phone:** +447792723236 **GitHub:** thrly **LinkedIn:** oliver-thurley

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

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 and find me on GitHub or LinkedIn.