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

**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

### 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.

### 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

### [Grant Scribe](https://github.com/thrly/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.

### [clouddrift](https://github.com/thrly/clouddrift) (Node.js, CLI Tool)

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

### [Pen Plotter Art](https://github.com/thrly/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.

### [Harmonic Synthesizer](https://github.com/thrly/harmonic-synth) (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.

### [Tempest](https://github.com/thrly/tempest-keyboard) (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](https://github.com/thrly) or [LinkedIn](https://www.linkedin.com/in/oliver-thurley).