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Technical Expertise

PROGRAMMING

- Java, and Python.
- Bash, and KDB Q-SQL.
- SQL, and JavaScript (React/node.js).
- Familiar with C++, Go, and Ruby.

SYSTEMS & NETWORKING

- TCP and UDP (unicast and multicast).
- RedHat, Debian system administration and performance tuning.
- AWS, and Docker containers.

Professional Experience

2019-

Senior Java Engineer, ANZ

Low latency Java software engineer for the Markets eFX team.

- Implemented sub-millisecond pricing signals.
- Worked directly with the Markets quants to develop new, and enhance existing, hedging strategies for risk management.
- Designed the pricing engine hot-hot automatic failover system.
- Wrote analytics in Python for the Markets Risk team.
- Profiled and optimised multiple applications with Java flight recorder targeting CPU hotspots and garbage creation.
- Documented procedures for the support team and on-call team members.
- Provided feedback for interviewees, code reviews and pair programming.

2017-2019

Consultant Developer, ThoughtWorks

Software developer consulting in the real estate and retail industries.

- Implemented web sign-up forms, and ordering system interface in React.
- Optimised a custom ETL application that took ten hours for one file to 90 files in 14 minutes.

- Mentored developers on software engineering principles on-site and within Thought-Works.
- Designed and implemented data pipelines to publish millions of digital housing assets.
- Ran Scala workshops to grow the functional programming capability within the company.

2013-2017 **Systems Engineer, Monash University**

Automation evangelist providing robust and agile solutions to fulfill business needs.

- Designed, documented and implemented an AWS Config metadata tag compliance rule in Python.
- Engineered Tsung Erlang modules to soak and performance test the timetabling software.
- Documented and provided technical feedback on multiple service design packages for internal and business projects.
- Developed patch reporting server in Go that collects results of the automated patching across the Linux server fleet of over 1500.

2011-2013 **Software Developer, Monash University**

C# Programmer on the MeTL project for the eEducation Centre.

- Improved stability and performance through fixing bugs, and identifying hotspots by profiling.
- Added stylus functionality to the Unity engine by writing a C# wrapper around the Wacom driver.
- Wrote an end-to-end test DSL to reduce boilerplate code and development time.

2006-2010 **C++ Programmer, Big Ant Studios**

AI and gameplay programmer working on a range of hardware (PSP, Wii, Xbox 360, PlayStation 2, and PlayStation 3) designing and implementing systems used on multiple published projects.

- Designed a goal-oriented action planning AI system in C++ that was used for multiple games.
- Mentored developers new to the company with less experience covering topics of software design, algorithm analysis and debugging skills.
- Implemented scripting in level editor to assist in content production to dramatically increase the quality of the project.

2005

C Programmer, Halfbrick Studios

Gameplay and engine programmer for the Game Boy Advance.

- Developed flexible quest and scheduling system in C for role-playing elements in the game.
- Added font and internationalisation enhancements and optimised critical areas for the game engine.
- Maintained an in-house scripting language used by game designers for adding game-play logic.

Education

TERTIARY

2010-2016

BCOMPSCI, Monash University, Melbourne (part-time)

2010-

Completed 96 credits towards BSc, Applied Mathematics, Monash University, Melbourne

2000-2001

DIP of Information Technology (Software Development), SQIT, Toowoomba

QUALIFICATIONS

2014

ITIL Foundation certificate, AXELOS

ACHIEVEMENTS & AWARDS

2016

Exceptional Achievement Award, Monash University