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Technical Expertise

PROGRAMMING

- Java, Python, C++ and C.
- JavaScript (React/Node.js), Bash and SQL.
- Familiar with Erlang, Scala, Go, and Ruby.

SYSTEMS & NETWORKING

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

SOFTWARE

- IntelliJ, Visual Studio and debugging tools.
- Java Flight Recorder and VisualVM.
- Git, Subversion, Vim, and \LaTeX .

Selected Professional Experience

2019-

Senior Java Engineer, Australia and New Zealand Banking Group (ANZ)

Low latency Java software engineer for the Markets FX team. Specialising in multithreading and zero garbage.

- Implemented sub-millisecond pricing signals, handling over 40,000 market ticks per second per node.
- Designed the pricing engine hot-hot automatic failover system.
- Profiled the pricing engine with Java flight recorder targeting CPU hotspots and garbage.
- Optimised the hot path of multiple applications using zero garbage techniques.
- Documented support procedures for the support team and on-call team members.
- Provided feedback for interviewees, code reviews and pair programming.

2017-2019

Software Developer, ThoughtWorks

Software developer consulting in the real estate and retail industries.

- Implemented sign up form and internal ordering system UIs in React and Redux.
- Developed AWS Lambdas using Node.js for back-end processing.
- Ran Scala workshops to grow the functional programming capability within the company.
- Influenced others on code quality through pair programming and code review.
- Optimised a custom ETL application that took ten hours for one file to 90 files in 14 minutes.

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 with unit tests for resource lifecycle management.
- Engineered custom Tsung Erlang modules for the timetabling enhancements project for soak and performance testing.
- Documented and provided technical feedback on multiple service design packages for internal and business projects.

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. The in-game agents were capable of evaluating their situation and take advantage of the surroundings, adapting to real-time stimuli.
- 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.

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

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