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Technical Expertise

PROGRAMMING

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

SYSTEMS & NETWORKING

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

SOFTWARE

- IntelliJ, Visual Studio and debugging tools.
- Java Flight Recorder, Async Profiler, and VisualVM.
- Git, Subversion, Vim, and L^AT_EX.

Professional Experience

2019-

Senior Java Developer, ANZ

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

- Implemented sub-millisecond pricing signals, handling over 165,000 market ticks per second per node.
- Designed the pricing engine hot-hot automatic failover system.
- Profiled and optimised multiple applications with Java flight recorder targeting CPU hotspots and garbage.
- Documented procedures for the support team and on-call team members.
- Provided feedback for interviewees, code reviews and pair programming.
- Implemented price signals generated from market data to maintain competitive spreads.

2017-2019

Software Developer, ThoughtWorks

Software developer consulting in the real estate and retail industries.

- Mentored developers on software engineering principles at the client and within ThoughtWorks.
- Optimised a custom ETL application that took ten hours for one file to 90 files in 14 minutes.
- Implemented public facing sign up form and internal ordering system UIs in React.
- Designed and implemented data pipelines to publish millions of 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 complete with unit tests for lifecycle management.
- 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, with ~2800 users in 2012.

- 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.
- Automated build and tests by setting up a continuous integration server.

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