



John Morris

Software Developer

About Me

I am a software developer with passion for creativity and learning. My ultimate goal as a developer is to make cool things that help people and hopefully improve the world.

Employment History

Lead Software Engineer @ HYRE Talent Sourcing and Matching GmbH, Berlin

March 2023 - Present

As the lead software engineer at a small Berlin-based HR-Tech startup, I take care of the development of the web frontend (Vue.js+TS) and backend (C#) of the talent-matching platform "HYRE Talents." In addition to development, I administrate devops and cloud services while working closely with the founder/PM to develop the roadmap and respond to the needs of both users and teammates. After taking on the role of Lead Developer after my previous role as Frontend Developer, my responsibilities came to include:

- Designing and implementing customer-facing features, in both the frontend and backend, from end-to-end - starting with collecting and analyzing requirements, to architecting a solution with necessary model updates, through to the implementation.
- Handling of day-to-day technical tasks such as responding to error reports, providing technical assistance to other teams, fixing bugs, and monitoring system logs.
- Develop integrations with external services such as Salesmate, Airtable, ChargeBee, and Twilio. This Includes developing standard patterns for creating client libraries where there are no suitable ones available.
- Maintain hosting infrastructure: Provisioning and monitoring our Azure cloud infrastructure (e.g., App Services, Static Web Apps, and SQL Server instances), administrating source control (on GitHub) and maintaining CI/CD automations. I also made specific optimization to our hosting that reduced hosting costs by 75%.
- Improved and streamlined development by migrating source control and CI to GitHub (from Azure Devops) and pushing for the adoption of more structured development practices, i.e.: replacing Excel spreadsheets with Linear and taking a more structured (pseudo-agile) approach to development.

Frontend Developer @ HYRE Talent Sourcing and Matching GmbH, Berlin

September 2022 - March 2023

As the frontend developer of the talent matching platform HYRE Talents, I was responsible for the design and implementation of user-facing features and bugfixes, as well as end-to-end deployment of the frontend.

- I designed and implemented UIs for new features using TypeScript+NuxtJS+Tailwind. Design was primarily aided with TailwindUI Templates.
- I introduced TypeScript to the JS codebase, as well as adopting the modern Composition API from Vue (to replace the legacy Options API).
- I was responsible for the entire deployment of the frontend app.

Software Developer @ Tutao, Hannover

September 2020 - September 2022

- As a part of the product team I implemented improvements and bug fixes for the web, desktop (Electron), Android, and iOS variants of the app using various languages and frameworks, namely: TypeScript/JavaScript, mithril (JS UI Library), ElectronJS, Swift, Kotlin, Java.
- Worked on devops and had a role in improving the in-house build system for the app, as well as streamlining CI/CD in jenkins.
- Was instrumental in improving development practices, such as participating in the introduction of scrum to the small team, and continually working on architectural improvements such as the modularisation of the codebase.

Software Developer @ Fungii - Melbourne Gourmet Mushrooms, Melbourne, Australia

2018

- Developed a greenhouse monitoring and logging system for a Melbourne based culinary mushroom grower.
- Utilised Arduino/C++ for monitoring and reporting, and Python-Flask+SQLite for a RESTful logging API and user interface

Web Developer @ Adrian Devries, Melbourne, Australia

2018

- Made an artist CV web-page for Melbourne based visual artist Adrian Devries.

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Skills

Programming languages

- TypeScript/JavaScript
- C#
- Java
- Kotlin
- Rust
- Linux Shell

Frameworks and Technologies

- VueJS+Nuxt
- MithrilJS
- Azure Admin
- Linux Sysadmin
- Jenkins CI

Human languages

English Native

German B2

- Used vanilla HTML5/CSS/JS for the webpage, and hosted via HostGator's shared hosting

Education

Bachelor of Computer Science, RMIT, Melbourne, Australia

2018 - 2020

Practiced developing software in a team based environment, using techniques and technologies such as: Agile, UML, Git, Trello, etc.

Learnt to analyse and implement algorithms to solve concrete problems.

Developed a mock IoT application for a library management system using Python and Raspberry Pi.

Associate Degree of IT, RMIT, Melbourne, Australia

2017 - 2018

Studies included computer networking (primarily OSI layers 2-4), database design and management, and basic web development and UX design

CS50X, edX

2016-2017