



John Morris

Software Developer

Profile

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 in whatever way they need.

Employment History

Lead Software Engineer at HYRE Solutions, Berlin

September 2022 — Present

I am responsible for software development of the sales recruitment platform HYRE Talents, using TypeScript+Vue in the frontend and C#/ASP.NET in the backend, as well as managing devops in Azure.

I provide technical support to teammates and clients.

Software Developer at Tutao, Hannover, Germany

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 at Fungii - Melbourne Gourmet Mushrooms, Melbourne, Australia

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 at Adrian Devries, Melbourne, Australia

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

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

Details

Berlin

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Links

[Github](#)

[LinkedIn](#)

Skills

Web Development

Typescript Programming

C# Programming

Java Programming

Linux System Administration

Jenkins CI

Rust Programming

Languages

English

German

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

🔧 Courses

CS50X, edX

January 2016 — January 2017