



# 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 improve the world

## Employment History

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

September 2022 - Present

As the lead software engineer at a small Berlin-based recruitment startup, I lead the development and maintenance of our web frontend and backend systems, administrate devops, and collaborate in the development of the project's roadmap. My responsibilities include:

- Designing and implementing customer-facing features, in both the frontend (NuxtJs, TypeScript) and the backend (C#, ASP.NET, Entity Framework).
- Handling 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.
- Develop internal features to automate and streamline the work of other teams.
- 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.
- Constantly seek to improve code quality and system architecture for better performance and scalability.
- I facilitated in the adoption of structured, agile development workflows.

### 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.
- 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

[/johnbotris](#)

[git.botris.dev](#)

[/in/johnbotris](#)

Berlin

+49 178 9190925

[me@johnmorr.is](mailto:me@johnmorr.is)

## Skills

### Programming languages

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

### Frameworks and Technologies

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

### Human languages

English Native

German B2

