

EDWARD JONES


SOFTWARE ENGINEER

CONTACT

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 contact@ed.software

 ed.software

 Sydney, Australia

 github.com/ed-software

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SKILLS

TypeScript

React DOM/Native

Team Leadership

Full Stack Engineering

EDUCATION

Bachelor of Computer Science, Software Engineering

University of Wollongong

2018-2021

- Runner-Up of the Best Project Prize at the 2021 SCIT Trade Show for Green Eggs.
 - Team Leader and Lead Developer for Green Eggs.
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PROFILE

My name's Ed and I'm a full stack engineer with 3 years of professional experience. I mainly develop using TypeScript, but have experience with many other languages. I'm always excited to learn new tech and contribute to open source projects, and I love to collaborate with others. My other hobbies include music, travel, rock climbing, D&D and mini painting.

WORK EXPERIENCE

Simply Seated

Lead Software Engineer

Mar 2023 - Oct 2023

- Managed a dynamic team of four engineers, balancing SCRUM and agile methodologies.
- Laid down foundational elements for the project, including tech stack and design patterns.
- Involved in frontend and backend development using React, NextJS, and TypeScript.
- Created two open-source libraries, react-material-symbols and prpx.
- Developed intuitive, user-friendly prototypes with Figma and Balsamiq.
- Posted job ads and conducted interviews to recruit talented developers.
- Mentored graduate developers, fostering a learning and growth environment.
- Ensured a performant, decoupled, and testable codebase.
- Incorporated testing tools like Vitest, Playwright, and Storybook for quality assurance.
- Developed a continuous integration pipeline to streamline workflows and boost productivity.
- Led the creation and presentation of a demo at SXSW Sydney to showcase the app and team capabilities.

Software Engineer

Oct 2022 - Mar 2023

- Contributed to the enhancement of an internal logistics tool.
 - Introduced new features and resolved bugs to optimise performance and usability.
 - Utilised React, TypeScript, and Supabase to align with team objectives and project requirements.
 - Developed a live tracking feature for event deliveries, providing real-time insights and enhancing user experience.
 - Combined technical proficiency with practical application to add value to the tool and its users.
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PROJECTS

Open Source

[React Material Symbols](#)

Nov 2022 - Present

- A simple package for adding [Material Symbols](#) to any React project.
- Approx ~4000 monthly downloads.

University Major Project

[Green Eggs](#)

May 2021 - Oct 2021

- Mobile app (iOS and Android) written in TypeScript with React Native and GraphQL.
- Social network for sharing recipes.
- Runner-Up of the Best Project Prize at UOW.

WORK EXPERIENCE

Fourbs Group

Co-Founder

Jul 2021 - Jun 2022

- Co-founded Slickbench, a management tool for the Audio Visual business sector.
- Instrumental in constructing the frontend stack.
- Responsible for developing features to enhance usability and efficiency.
- Designed and built a closed-source component library using Tailwind, HeadlessUI, and Storybook.
- Focused on adaptability, efficiency, and a user-friendly interface.
- Combined technical and creative skills to make the tool functional and aesthetically pleasing.
- Implemented features that optimised operational efficiency for professionals in the Audio Visual sector.
- Ensured the tool's continuous improvement and adaptability to user needs.
- Development was guided by mentorship and aligned with industry best practices.
- Combined innovation and established methodologies for effective development.

Frontend Developer

Jul 2020 - Jul 2021

- Tasked with the ongoing development of Stockman, an internal logistics tool.
- Contributed to the foundational development that led to the evolution of Slickbench.
- Enhanced features and improved the tool's functionality to meet the company's logistical and operational needs.
- Focused on real-world application development and practical solutions.
- Gained a comprehensive understanding of real-world application development.
- Contributed to the tool's evolution to address complex business requirements.

Edit Websites

Software Engineer - Intern

Nov 2017 - Jan 2018

- Member of the development team, focusing on a PHP and CodeIgniter based web application.
 - Built new features to enhance the app's functionality and user experience during the internship.
 - Developed and swiftly integrated new features valuable to thousands of users.
 - Contributed to real-time improvements and updates in the live application.
 - Actively involved in the migration to GDPR compliance, ensuring regulatory standards were met.
 - Worked to fortify user trust and privacy through enhanced data protection measures.
 - Collaborated with the team to uphold quality and precision in development.
 - Aided in meeting legal and ethical standards while enhancing functional capabilities.
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