Josef Waller

github
linkedin
website

josef@josefwaller.ca
778-350-8649

Work Experience

xMatters Incorporated

Senior Software Engineer   *October 2023 - Present*
- Worked on all parts of the product, including frontend, backend, database, and services
- Collaborated with coworkers, team leads and PMs to deliver features on time
- Guided colleagues on solving difficult problems and collaborated to find efficient solutions
- Worked with stories from their inception through the entire agile development process up to deployment and verification

Software Engineer   *May 2020 - August 2021, May 2022 - October 2023*
- Full stack developer working in React, Redux, Java, Spring Boot, PostgreSQL
- Maintained and improved many separate systems critical to Incident Management features
- Implemented much of the Reactification, moving the product away from GWT
- Collaborated effectively with colleagues across many different teams to efficiently solve issues in many separate services

Ruboss

Contract Software Developer   *April - August 2018, April - August 2019*
- Full stack developer transitioning the online book publishing website Leanpub to React
- Developed components critical to the site's core functionality, including book compilation
- Used Ruby on Rails, React, React Router, React Redux, and others

Stembolt (now Juul Labs)   *July - September 2017*

Junior Developer
- Worked on dynamic websites and other minor projects using Ruby on Rails
- Maintained the company's static website, using Middleman

Education

University of Victoria

Bachelor of Science - Computer Science   *September 2017 - April 2022*
- Graduated with Distinction
- Sessional GPA at graduation: 91.6%

Projects

Y.A.N.E. - Yet Another N.E.S. Emlator

Emulator and debugger of the Nintendo Entertainment System console - github, crates.io, docs.rs
- Provided as a pure rust crate, a CLI application, and a web app available at yane.josefwaller.ca
- Emulates the CPU, PPU, APU, and cartridge-specific hardware in lockstep to ensure accuracy
- Uses SDL 2.0 for window, input, and audio management, and OpenGL 330 for graphical output

PyCatan2

A complete Python module for simulating a game of *The Settlers of Catan* - github, readthedocs.io
- Made from scratch using modern python features and a custom board indexing system
- Fully documented and includes robust testing for all individual components
- Available on pypi.org with documentation on Read the Docs

Programming Proficiencies

Languages:
Javascript, Typescript, Java, Rust, Go, C, C++, Java, Python, Django, Ruby, SQL
Frameworks:
React, Django, Ruby on Rails, Springboot, Lombok, Astro