LUCY-JANE WALSH

Software Engineer — Digital Nomad — Book Worm

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BIO

Hi I'm Lucy-Jane and I'm not your typical Software Engineer.

With an English degree, and a passion for creative writing, I spent years honing my communication and interpersonal skills before I became an engineer.

For the last 5 years I have worked remotely for many early-staged companies, and have learned what it takes to create great software products. As an early employee, I have taken on responsibilities as wide as product management, architectural design, customer service, client management, team leadership, reliability and devops, and worked on a lot of really good and really bad code.

As a result, my approach to engineering has become a holistic one – I seek to understand the needs of my customer, my team and the individuals within it, the company board, and the future maintainer – as well the technical spec.

WORK EXPERIENCE

Software Engineer
Sanctuary Computer

📅 December 2020 – Ongoing   📍 Remote

Sanctuary Computer is a tech agency originally based in New York. We create products for external clients and have a modern take on work - with small, non-centrally distributed and autonomous teams. At Sanctuary I have worked on two different products with two very different roles.

ATC (Air Traffic Controller) for mobile app
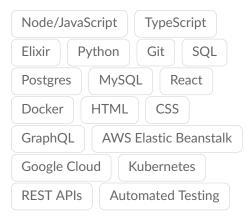Responsible for everything that goes into the success of the product, including:

- Working with designer and client to solidify user stories
- Investigating technical challenges before project start, as well as making decisions about third party integration and the technical stack
- Handling client communication and expectation setting throughout the duration of the project
- Overseeing scoping and planning of work, as well as the budget setting for the project
- Leading the developer team through sprint planning as well as managing developer expectations and moral
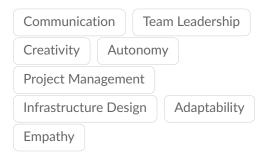
Developer for Light (small mobile phone)
Responsible for the development and maintenance of the Light Phone and its corresponding sales and admin websites.

- Building upon and making fixes to the Elixir Phoenix API
- Working with third-party integrations to manage the purchasing of recurring subscriptions
- Making improvements to the React and EmberJS dashboard and sales websites
- Updating and building tools in Android and React Native for a propriety mobile device with unique challenges, such as an E-ink screen

TECHNICAL SKILLS

Node/JavaScript   TypeScript

Elixir   Python   Git   SQL

Postgres   MySQL   React

Docker   HTML   CSS

GraphQL   AWS Elastic Beanstalk

Google Cloud   Kubernetes

REST APIs   Automated Testing

STRENGTHS

Communication   Team Leadership

Creativity   Autonomy

Project Management

Infrastructure Design   Adaptability

Empathy

INTERESTS

Diversity in Tech   Team Happiness

Mentorship and Training   Org design

Non-violent communication

EDUCATION

B.A. Hons. in English Literature
University of Canterbury

📅 2007 – 2011

COSC 367 - Artificial Intelligence
University of Canterbury

📅 2016

COSC 265 - Relational Databases
University of Canterbury

📅 2015

Hagley Writers' Institute Certificate
Hagley College

📅 2013

Software Engineer

Balena

📅 January 2020 – November 2020   📍 Remote

At Balena I worked with a fully-remote team across 20+ different countries. In the ProductOS team, my job was to build an internal software product that streamlined the communication and planning for the wider team, integrating the many tools and services we used.

Responsibilities:

- Identified areas of pain in the engineering processes that could be solved by integrating platforms or automating tasks
- Transitioned existing software from a prototype to a customer-facing, maintainable, and scaleable product
- Translated customer requirements into product specifications and saw through their delivery

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Software Engineer

Mish Guru

📅 May 2017 – October 2019   📍 Remote

At Mish I worked alongside a team of remote developers to create a marketing platform built on top of the Snapchat and Instagram private apis.

Responsibilities:

- Helped to develop and manage systems to run self-managing remote teams. This included a rotating cycle of project management, communication, customer support, and QA responsibilities
- Managed sections of work in our product roadmap alongside the CPO and CTO — broke key results down into manageable tasks and took ownership over their delivery
- Delivered product features across a constantly changing stack using technologies such as Node, TypeScript, GraphQL, React, Docker, AWS, and Kubernetes

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Founder, Editor, and Developer

Sponge NZ

📅 2017 – 2020   🔗 http://sponge.nz

Sponge is an online magazine publishing science fiction from new and emerging Pacific, New Zealand, and Australian writers. I decided to create this magazine due to my own frustration with the limited avenues for science-fiction authors in this area. I cover all needs of the magazine, including:

- Building the readership and writing community through online marketing and networking in the magazine's regions
- Selecting and editing submissions for publication
- Creating the PDF, ePub, and mobi versions of each issue using a combination of LaTeX and HTML
- Producing the audio version of each issue
- Maintaining and updating the site

REFERENCE

Ashok Fernandez
Chief Product Manager
Mish Guru

Lucy-Jane joined our team in early 2017 as one of our early engineering hires. Being self taught, she demonstrated a continuous intrinsic drive for learning and self-improvement which made her extremely valuable when building out our product from an early first version to a large reliable production system.

Over the time we worked together, she quickly progressed from a junior member of our team to one of our senior engineers who helped lead and mentor new hires to get them up to speed quickly. As we were a small team, she was required to span across all areas of our system from front end features to extremely complex proprietary technology that powered the core of our backend.

Her drive to learn and improve were particularly valuable when building out this proprietary technology as there was nowhere to simply look up how to build what she was building. A strong focus and ability to understand complex problems enabled her to take some of the least reliable parts of our system and turn them into an amazingly simple and reliable experience for our customers.

I would highly recommend Lucy-Jane to anyone who values a driven, experienced engineer with a knack for learning new skills quickly, and great personal skills that create a collaborative team environment. I would gladly work with Lucy-Jane again in the future.

REFEREES

👤 Hugh Francis

Founder & Studio Lead
Sanctuary Computer

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👤 James Harton

Software Engineer
Balena

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