

JOSEPH WILTSHIRE

Software Engineer

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SUMMARY

Disciplined full-stack software engineer with a strong ability to adapt to project requirements and diverse technologies, experienced in working with modern and legacy systems.

Passionate about solving complex challenges, innovation, and continuously expanding skills.

WORK EXPERIENCE

Software Engineer | sQuidcard Ltd, UK | May 2022 - April 2025

- Collaborative work in a small agile team, developing reliable, responsive cross-platform sites and apps across the stack, including deployment.
- Taking ownership of internal and external tools to empower support teams and third parties, alongside maintaining and updating long-life legacy applications.
- Testing, third-party integrations, API development, and writing optimized queries to ensure performance, stability, and data integrity.
- Primary technologies used: SQL, Java, Angular, Ionic Capacitor, Html, CSS, Jenkins, SVN.

Immersive Developer | Uniform Communications Ltd, UK | July 2017 - May 2022

- Developed a diverse range of cross-platform apps, experiments and research.
- Worked with cutting edge technology in AR, VR, desktop and web (ARKit, ARCore, WebXR, Oculus/Vive, App streaming, Unity, Unreal).
- Worked closely with clients to develop many prototypes, several of which developed into larger client projects, with some receiving awards / appearing in articles for innovation.
- Developed useful internal tools & workflows, advocated use of upcoming tech within the company.

SKILLS & TECHNOLOGIES

- **Frontend:** Typescript, Angular, NextJs, Html, CSS, Ionic Capacitor, PrimeNG, Tailwind, DaisyUI
- **Backend:** Java (Jakarta EE, Glassfish/Payara), Spring Boot, Python, Flask/FastAPI
- **Databases:** SQL, NoSQL, JPQL, Schema design, ORMs
- **Dev ops:** Jenkins, App deployments, GCP, Android/iOS deployments, SVN, Github, Docker, Traefik
- **Realtime:** C#, Unity & Unreal engine, ThreeJS

EDUCATION

2013 - 2017 | Bournemouth University, Uk

BSc (Hons) Architectural Visualisation - First class

KEY PROJECTS

sQuid School Pay | sQuidcard Ltd

- A diverse school payment, booking and communication ecosystem handling many user transactions.
- Taking responsibility and ownership of important areas of the system.
- Rapid sprint based development in response to client and customer requirements.
- Maintaining, updating and replacing core features of a system which has been running for over a decade, improving performance and long-term reliability.
- In depth black box & white box testing, in some cases uncovering and solving legacy bugs.
- As a team we maintained a system with a low level of defects, whilst always implementing new and pressing customer requirements.

sQuid Support portal | sQuidcard Ltd

- Built to replace outdated existing internal tools, allowing all support actions to be taken via one powerful unified solution.
- Detailed browseable audit log of user actions, stored in db, easily viewable in relevant contexts.
- Focus on reusable components and systems for rapid development.
- Developed third party access, allowing external clients deeper access to our system, while keeping their access limited within a specified scope to maintain security.
- The portal greatly improved support team efficiency, improved visibility of actions and greatly helped maintain data integrity.

INTERESTS AND PERSONAL PROJECTS

Outside of work, I have dedicated time to a wide range of personal and professional projects, including developing a puzzle app for Android and iOS, freelance work creating a VR app for an art gallery, and voluntary efforts designing an internal user management system for a Spanish Celiac Association.

I am always exploring new ideas and experimenting with various tools and technologies, with interdisciplinary personal projects covering standard software development, AI-powered tools and experiments, 3D printing, CAD, and hardware experiments with microcontrollers/SBCs.

Beyond technology, I play the guitar, and enjoy getting active outdoors through a variety of activities including running, cycling, skating, paddleboarding, camping, and hiking.