Jack Purvis

Software Developer & Creative Technologist

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I'm an industrious full-stack developer, creative coder, and audiovisual performance artist. I love designing and developing software that enables meaningful experiences for people. With a focus on front-end development, I primarily make use of web technologies for developing both web and desktop applications. I'm a firm advocate of user-centered design and apply best practice UI and UX design principles in my work. With a background in computer graphics and media design, my experience also includes visualisation, simulation, and real-time applications.

Work Experience

Software Developer

Village Kit   *April 2021 - Present*

- Working full-stack with TypeScript, Next.js, React, Storybook, and serverless architecture in a small start-up environment.
- Improving the website design and user experience by implementing a branded component library based on Chakra UI.
- Improving and extending upon their furniture design catalogue and interactive 3D model viewer.
- Implementing a product catalogue and integrating a checkout flow using Stripe.

Dev Faculty Consultant

Optimal Workshop   *April 2021 - October 2021*

- Provided consultation, code review, and knowledge transfer in my areas of expertise.

Software Developer

Optimal Workshop   *November 2015 - April 2021*

- Worked full-stack with Ruby on Rails, JavaScript, Sass, React, Storybook, and MySQL databases in an agile team environment.
- Product development to improve and extend upon their quantitative and qualitative research tools.
- Modernised the front-end application by incrementally migrating it to React.
- Researched and implemented a complex 3D data visualisation using Three.js.
- Understood information architecture and user experience concepts at a fundamental level and conducted user research as part of the development process.

Selected Projects

Visor

May 2018 - Present

- Live coding environment for real-time visual performance that bridges the gap between creative coding and VJing. Offers user interfaces to easily interact with Processing sketches live coded in Ruby and a simple API for mapping visuals to audio or MIDI controllers.
- Implemented using Electron, React, JRuby, and Processing.

Refinery UI

June 2021 - Present

- Industrial themed component library for developing user interfaces with TypeScript, React, and Sass. Currently in development with a plan to release as open source.

Maltopi Designer

April 2020 - August 2020

- Web-based clothing customiser for the sports team wear brand, Maltopi. Allows users to design football kits with a variety of customisations including colours, patterns, and logos. A quote can be requested from Maltopi to produce the custom kit.
- Implemented with p5.js, React, and Firebase.

Publications

- Purvis, J. Anslow, C. Noble J. Visor in Practice: Live Performance and Evaluation. In Proceedings of the International Conference on Live Coding (ICLC). 2020
- Purvis, J. Anslow, C. Noble J. CJing Practice: Combining Live Coding and VJing. In Proceedings of the International Conference on Live Coding (ICLC). 2019

Soft Skills

- Big picture thinker and detailed planner
- Imaginative yet realistic problem solver
- Diligent, hard-working, loyal colleague
- Empathetic collaborator
- Introspective and open-minded

Skills

Languages

- JavaScript
- Ruby
- HTML, CSS, and Sass
- TypeScript
- SQL
- Java
- Rust
- C++
- GLSL
- Python
- C#

Libraries

- React
- Redux
- Three.js
- Processing and p5.js

Frameworks

- Next.js
- Ruby on Rails
- Storybook
- Electron
- Tauri
- OpenGL

Tools

- Maya
- Blender
- Adobe suite (Photoshop, Premiere Pro, After Effects)
- Unity
- Figma

Education

- MSc Computer Graphics (Distinction). Victoria University of Wellington, 2019
- BSc (Hons) Computer Graphics (First Class). Victoria University of Wellington, 2017
- BSc, Major: Computer Science, Minor: Media Design (GPA 8.0). Victoria University of Wellington, 2016

Certifications

- ICAgile Certified Professional, Agile Fundamentals. ICAgile, 2021