

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

Senior Software Developer

OpenStar Technologies

April 2023 - April 2026

- Lead a small team of software developers to design, develop, and maintain systems spanning mission control, scientific instrumentation, and business-facing tools.
- Worked with Rust, TwinCAT PLCs, TypeScript, React, Next.js, Postgres, InfluxDB, Grafana, Linux, and Mikrotik in a dynamic start-up environment.
- Managed stakeholder engagement across an interdisciplinary team.
- High-level project management for the software team.
- Managed direct reports and mentored junior software developers.
- Website design and development using Webflow.

Software Developer

Village Kit

April 2021 - March 2023

- 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.

Software Developer

Optimal Workshop

November 2015 - October 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 VJ

May 2018 - Present

- Software tool for live performance of real-time generative graphics. Visuals can be fine tuned with parameters, effects, and performed live with controllers, or made to respond to music. The underlying visual effects can be live coded from scratch using JavaScript or TypeScript.
- Implemented using Rust, TypeScript, Tauri, React, Deno Core, Nannou, and wgpu.

Refinery UI

June 2021 - Present

- Industrial themed component library for developing user interfaces with TypeScript, React, and Sass.

Publications









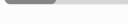

- Purvis, J. Anslow, C. Noble J. Visor in Practice: Live Performance and Evaluation. In Proceedings of the International Conference on Live Coding (ICLC). 2020
- Purvis, J. Anslow, C. Noble J. CJing Practice: Combining Live Coding and VJing. In Proceedings of the International Conference on Live Coding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

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

Libraries

- React
- Prisma
- Processing and p5.js

Frameworks

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

Tools

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

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