

Timothy Veletta

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Career Objective

So far in my career I've had the opportunity to work on a wide range of products and technologies and in doing so, have developed a deep knowledge of JavaScript, React and serverless technologies on AWS. What I've felt is missing is being able to leverage that deep knowledge to work on products that I am truly passionate about and believe in.

To fill that gap, I have usually spent my spare time learning about topics that I'm interested in such as UI design, or building side projects including a game that I managed to showcase at a games convention in Melbourne.

In the past couple of years, I have also become involved in a number of online developer communities including the AWS Community Builders and the T3 Stack community as it has been a good way for me to share my knowledge and also learn from other people.

Going forward, I would like to build products that I can look at and be proud of, products built with a real user focus and that can actually bring tangible value to others.

Experience

Senior Software Engineer

Mechanical Rock, Perth, Australia – (Nov 2019 - Present)

- Full-stack development on a number of projects using React and Next.js on the front-end and serverless backends built with AWS Lambda, DynamoDB, AppSync and CloudFront with AWS CodePipeline for CI and AWS CloudFormation to provision infrastructure.
- Delivered a number of internal lunch-and-learn presentations on a range of topics including Tailwind CSS, React state management solutions and Cypress for UI testing. The goal of this was to introduce colleagues to tools that could aid delivery of client projects.
- Wrote a number of blog posts for the company blog and currently hold the top 2 blog posts by readership; namely “Next.js 13 Layouts by Example” and “Azure AD Authentication in Cypress Tests”.
- Coached 3 junior developers through frequent pair programming, code reviews and being available should they need assistance.
- Assisted UI designers in conducting user interviews, contributing to designs in Figma and building a design system with Storybook.

Software Engineer

BHP Billiton, Perth, Australia – (Dec 2016 - Oct 2019)

- Developed and maintained the front-end for the Port Scheduling Service web application built in Angular. Built interactive data visualisation of shipping schedules from initial conceptualisation through to delivery to end users using D3 for visualisation.

- Worked with external consultants on rewriting the above system in React and .NET while maintaining a focus on good continuous integration/delivery and software testing practices. I also contributed to the UX design process through user interviews, feedback sessions and UI design in Figma.

IT Specialist

Bankwest, Perth, Australia - (Feb 2014 - Nov 2016)

- Maintained and developed new features on a long running Java application that in-store colleagues used to process home loan applications.
- Led front-end development in building a web application in Angular to process risk assessment information for small to medium sized businesses. Worked extensively with internal users to ascertain requirements and get feedback on whether the system fulfilled their needs.

Skills

Javascript/TypeScript

My "native" programming language, I prefer to use it throughout the full-stack including React and Next.js on the front-end and either Vercel functions or AWS Lambda on the backend. Some of my favourite tools in this space include Tailwind CSS for styling, React Testing Library for testing, React Hook Form to manage user input and Zustand for state-management.

More recently I have been experimenting with Astro for developing static sites, TRPC for managing communication between front and back-end, Prisma for working with databases and Playwright for end-to-end testing.

UI Design

I've always had an interest in UI design but have recently started studying it in my spare time through the Google UX Designer certificate and the DesignCourse UI/UX bootcamp. I have noticed that my designs in Figma have come a long way since I started and it has helped being able to use a common language with the UI developers at work.

Technical writing

I enjoy writing about technical subjects with the goal of helping others that may be experiencing similar issues in their work. I find the act of writing allows me to go really deep into a particular subject but also challenges me to simplify it so that it is digestible for the audience.

Education and Certifications

AWS Certified Developer - Associate

2019-2022

Bachelor of Science - Computer Science and Games Technology

Murdoch University 2011-2013

References

Available upon request