

Julian Doherty

LEAD DEVELOPER, Discovery Envato Melbourne 2019 -today Working at architectural level within Envato's Marketplace and Elements data and search/browse/discovery systems. Understanding, designing, and communicating approaches. Working with teams to navigate technical debt and move forward to achieve short term product goals, while gradually moving to a cleaner, more efficient world aligned with longer term goals. Working with senior technical, product, and business stakeholders.

Time split between high level architectural work, and hands on code pairing to build features using TypeScript/ Ruby/Elixir/Node/Python/AWS.

I want to work in a lead/senior developer capacity helping teams to figure out the best, most pragmatic way to build software that will empower and delight their customers, and help the business succeed.

ENGINEERING HIRING SPECIALIST Envato

Melbourne 2018 - 2019 6 month secondment, focusing on developer recruitment. Brief to hire 40 developers in 6 months (ended up being ~50 with attrition and new roles). Overhauled existing hiring process to streamline the way we talk to candidates while maintaining quality. Used relationships with engineering team and HR to make developer interview interactions simpler and more effective. Successful recruitment enabled Envato to grow engineering team to meet key goals over this period.

Returned to Envato to work on the new Elements product. Acting in a senior role on projects building key components of the Element subscription service. Worked on all parts of the product before launch, and helped it succeed once it was live. Next, focused on search and content within Elements. Designed and implemented systems that allowed for millions of pieces of new content to be easily ingested and made available to subscribers, successfully launched WordPress themes; Photos; and Videos.

Building bookings and reservations platform used for Qantas and Jetstar Hotels. Event sourced system with complex business logic.

SENIOR DEVELOPER, Elements Envato

Melbourne 2016 - 2018

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SENIOR DEVELOPER (contract) Hooroo Melbourne 2015 - 2016



SENIOR DEVELOPER Envato Melbourne 2012 - 2015

Developed and maintained Envato marketplace sites. Complex Rails app serving hundreds of millions of dynamic requests per month. Ongoing feature development. Planning, and architecting major projects.

SENIOR DEVELOPER Lonely Planet Melbourne 2009 - 2012 Developed a number of public facing sites and internal author tooling projects. Main Lonely Planet site. Technical lead on "things to do" system (e.g. <u>https://</u> <u>www.lonelyplanet.com/usa/new-york-city/things-to-do</u>). Responsible for technical handover when team was relocated from Melbourne to London, and recruiting new UK based team.



Responsible for managing technology and architecture, as well as team of 8 developers working on energy billing systems. Product used by most major Australian energy companies. Reconciliation of \$10s of billions per month, and 100s of millions of transactions. Managing major client relationships. Also worked as senior developer on consulting projects with Sensis, NAB, Lufthansa.



VICTORIA UNIVERSITY OF WELLINGTON Wellington,

BACHELOR OF COMMERCE & ADMINISTRATION Major in Information Systems, & Electronic Commerce

New Zealand



TECH SKILLS

Ruby, Rails, Python, Elixir, JavaScript, TypeScript, React, Redux, Elasticsearch, Erlang, PostgreSQL, MySQL, Redis, AWS, Docker, Java, Linux

OTHER THINGS

- Elixir Melbourne founder and organiser
- Australian and New Zealand citizen
- Speaker at various international conferences, and tech
 meetups
- Assist with Coding Club at local school
- Am really good at Kerbal Space Program, and can take off from the surface of Eve.
- I like vim, but I won't be in your face about it.