

Jason Hilder

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Summary

Software engineer focused on backend systems, data pipelines, and internal tooling. Experienced in designing database schemas, building APIs, and developing systems to process and manage large datasets. Strong problem-solving mindset with a focus on performance, reliability, and maintainability. In my free time, I explore systems programming and game development, building projects that deepen my understanding of low-level concepts and real-time systems.

Focus areas

- Backend systems and API design
- Data pipelines and processing
- Database design and optimisation
- Monitoring, tooling, and developer systems

Skills

- **Professional:** PHP / CodeIgniter, JavaScript, HTML / CSS, MariaDB / MySQL, ColumnStore, Redis, Git, Bash / Powershell, GitHub Actions, Azure DevOps
- **Personal and exploratory:** Python, Rust, Golang, C, TypeScript, Node.js, React / React Native, HTMX, MongoDB, Game Development (Godot, GDScript)

Strong fundamentals mean I'm not tied to any single language or stack. I pick up new tools quickly and apply them where they make sense. Actively exploring systems-level programming and backend tooling using Go, Rust, and Python.

Experience

Software Engineer, Truedata (via Eyona)

Dec 2024 – Present

Working as a software engineer on internal data management systems and tooling, including:

- Building new features and systems from scratch including data ingestion pipelines and import/export tooling
- Designing and implementing new database tables and schemas
- Designing and maintaining internal tooling for querying and processing large-scale datasets
- Building Python-based data processing and transformation scripts to support ingestion pipelines and analytics workflows
- Translating data-focused Python prototypes into production-grade backend systems and APIs powering internal dashboards
- Updating and refreshing legacy systems and codebases
- Working with PHP, JavaScript, Python, HTML, CSS, MariaDB, ColumnStore, and Redis

Software Developer, Repforce (via Eyona)

Oct 2023 – Jan 2025

Developed and maintained internal business systems and dashboards, including:

- Built a telesales module from the ground up
- Implemented and maintained reporting dashboards
- Developed internal tooling and business workflow systems
- Maintained and updated existing codebases
- Working with PHP, JavaScript, HTML, CSS, MariaDB, ColumnStore, and Redis

Full Stack Developer, Reload

2020 – Oct 2023

Worked across a range of client projects building and maintaining websites, web apps, and mobile apps, including:

- Full-stack development across front-end and back-end
- Designing and building REST APIs and maintaining existing integrations
- Database schema design and implementation
- Setting up and managing CI/CD pipelines for automated deployment
- Working with JavaScript, TypeScript, PHP, Node.js, React, React Native, and MySQL

Developer, iKind Media

2018 – 2020

Junior developer role covering web development and general technical responsibilities, including:

- Designing, building, and deploying WordPress websites for clients
- Maintaining and updating existing sites, including database work via phpMyAdmin
- Customising and managing MySQL databases to support site requirements
- Handling internal IT tasks: cloud backup setup, server and network configuration, hardware builds and repairs
- Working with PHP, WordPress, MySQL, HTML, and CSS

Projects and exploratory work

Personal projects focused on systems design, low-level programming, and exploring how software works beneath the abstraction layer.

- **CPU simulation in Rust (jcpu-rust):** a simple CPU simulator exploring instruction execution, memory handling, and low-level system architecture
- **2D vector library in C (vectorlibc):** vector math operations from scratch, focusing on memory control and low-level data structures
- **Game development and systems exploration (Godot, Raylib, JavaScript):** small projects exploring real-time systems, input handling, and event-driven design
- **Raylib rendering experiment (ballroom):** a lightweight rendering/UI experiment exploring real-time loops and interaction systems
- **Conway's Game of Life (JavaScript):** a grid-based simulation focusing on state transitions and performance considerations
- **Strongbox (personal tooling project):** a project exploring structured data handling, modularity, and system design principles