

# WILLIAM BRADSHAW

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## EDUCATION

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<b>University of Melbourne</b> <i>Bachelor of Science, Computing and Software Systems</i>	Melbourne, Victoria, Australia Mar 2025 – Nov 2027
<ul style="list-style-type: none"><li>Relevant Coursework: Design of Algorithms, Object-Oriented Software Development, Calculus 1 &amp; 2, Linear Algebra.</li></ul>	
<b>Amazon Web Services Training and Certification</b> <i>AWS Certified Developer Associate</i>	Hobart, Tasmania, Australia Oct 2024 – Oct 2027

## EXPERIENCE

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<b>Junior Software Developer</b> <i>Ionata Digital</i>	March 2024 – February 2025 Hobart, Tasmania
<ul style="list-style-type: none"><li>Rebuilt portarthur.org.au for its redesign using PHP, Wordpress, Sass.</li><li>Built the 2024 Ionata Christmas Game using AWS Lambda, DynamoDB, API Gateway, TypeScript, React, and TanStack.</li><li>Pair programmed palawahub.com.au to deliver the new project under a tight timeline.</li><li>Wrote code to resolve bugs and performance issues based on direct client feedback.</li><li>Managed technical communication with clients to translate non-technical requirements into specific software updates.</li><li>Ran manual pre-production testing to catch and fix edge cases prior to final handover.</li></ul>	

## EXTRACURRICULAR & LEADERSHIP

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<b>Projects Officer</b> <i>CISSA (Computing and Information Systems Students Association)</i>	March 2026 – Present Melbourne, VIC
<ul style="list-style-type: none"><li>Collaborated with team to create an AI text detection pipeline using Modal, Qwen 3.6, and the Binoculars framework.</li></ul>	
<b>IT Officer</b> <i>MISC (University of Melbourne Information Security Club)</i>	March 2026 – Present Melbourne, VIC
<ul style="list-style-type: none"><li>Triaged and fixed flickering navigation issues on the club website.</li><li>Diagnosed and resolved website rendering issues affecting iPhones in lockdown mode.</li></ul>	
<b>Finalist, MEC Startup Competition</b> <i>Laranox</i>	February 2026 – May 2026 Melbourne, VIC
<ul style="list-style-type: none"><li>Pitched Laranox at the finalists pitch night, a hardware platform and operating system for agents to keep them contained, secure, and interoperable.</li></ul>	

## PROJECTS

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<b>nix-darwin, home-manager, nixpkgs</b>   <i>Contributor</i>	Aug 2024 – Present
<ul style="list-style-type: none"><li>Resolved a race condition in launchd services via a <a href="#">project-wide codebase cleanup</a> for nix-darwin.</li><li>Wrote the <a href="#">colima.nix module</a> and updated <a href="#">docker-cli.nix</a> for system-level environment management in home-manager.</li><li>Fixed a <a href="#">pi-coding-agent packaging issue</a> for the nixpkgs repository.</li></ul>	
<b>typst-wasm &amp; tsdown-plugin-worker</b>   <i>Maintainer</i>	Feb 2026 – Present
<ul style="list-style-type: none"><li>Built a <a href="#">WebAssembly (WASM) library</a> to compile Typst code without using synchronous XMLHttpRequest.</li><li><a href="#">Maintains an open-source bundler plugin</a> to support web workers for browser multithreading.</li></ul>	
<b>azure-scale-to-zero-minecraft</b>   <i>Developer</i>	2024
<ul style="list-style-type: none"><li>Designed scale-to-zero infrastructure for Minecraft servers using Azure App Containers and Cloudflare.</li><li>Built and designed the CI/CD pipeline to take code changes from git to production using GitHub Actions, Nix, Docker, and Terraform.</li></ul>	
<b>numberconverter</b>   <i>Maintainer</i>	March 2024
<ul style="list-style-type: none"><li>Built a zero-dependency Go package to convert between integer values and their English word representations.</li><li>Wrote generic integer parsing and regex-based string replacement methods to handle arbitrary text formatting.</li></ul>	
<b>noise</b>   <i>Maintainer</i>	2024
<ul style="list-style-type: none"><li>Built a terminal UI application in Rust to generate and shape continuous white noise using a 15-band equalizer. Presented and won the 2024 Ionata Digital Hack Day</li><li>Wrote audio manipulation and keyboard state management for real-time gain adjustments and JSON-based preset configurations.</li></ul>	

## TECHNICAL SKILLS

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**Languages:** TypeScript, Nix, Go, PHP, Java, Rust, C, Python  
**Concepts & Cloud:** Object-Oriented Design (OOD), Low-Latency/Performance Optimization (WASM, Web Workers), Terraform, DevOps, Amazon Web Services (AWS)  
**Frameworks & Libraries:** React.js, Vue.js, Three.js