

Joshua Stubbington

Full Stack Software Developer

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Experienced Software Developer with 5 years of experience building full-stack web applications across Ruby on Rails, Go, C++, React, Next.js and Angular, spanning distributed simulation platforms and real-time geospatial systems. I have a background in Mechanical Engineering and a proven track record shipping complex multi-service architectures with PostgreSQL, Docker and CI/CD pipelines.

TECHNICAL SKILLS

Languages & Frameworks

- Ruby on Rails
- Go
- C++
- JavaScript/TypeScript
- React
- Next.js
- Angular
- .NET (C#)
- Node.js

Infrastructure & Tooling

- Docker
- PostgreSQL
- Redis
- Jenkins
- Git
- GIS map servers
- Electron

Practices

- Scrum / Agile (team lead)
- CI/CD (Jenkins)
- Automated testing & V&V
- Technical documentation

WORK EXPERIENCE

Software Lead

Leonardo Canada Incorporated

12/2025 – Present

Ottawa, Ontario

- Led a team of 6 developers on a large-scale geospatial platform (Ruby on Rails, PostgreSQL, Go data-collection services, GIS tile servers, Docker), delivering 4 releases including full production deployment under formal engineering and security standards.
- Reduced rework by proactively identifying edge cases during design reviews, cutting post-development defects by an estimated 20% and accelerating release timelines.
- Identified and developed talent across software and engineering disciplines, interviewing candidates and mentoring team members with varying professional backgrounds.

Software Developer and Scrum Master

Leonardo Canada Incorporated

06/2021 – 12/2025

Ottawa, Ontario

- Drove Scrum adoption for a team of 6 developers, establishing feature estimation, work distribution, retrospectives and customer demonstrations, then extended these practices to the V&V team (11 members total).
- Designed and implemented a distributed simulation system across local networks to execute, manage and persist results in PostgreSQL, enabling end users to run mission scenarios at scale.
- Streamlined documentation generation and priority feedback processes, reducing review cycle effort by approximately 2 days per cycle and accelerating delivery.
- Developed features for a tactical engagement simulation application using Electron, JavaScript and C++, delivering capability for end-user operational workflows.
- Maintained a Jenkins CI pipeline for automated builds, test execution and deployment packaging across multiple project branches.
- Built V&V tooling that automated test evidence collection and traceability reporting, freeing the validation team to focus on higher-value analysis.

Software Developer for Product Configurator

Enclosures Direct Inc.

01/2020 – 06/2021

Ottawa, Ontario

- Built a customer-facing web application (Angular, Three.js) with a real-time 3D model preview, enabling online product customization that replaced a manual quoting process and shortened the sales cycle.
- Hired and led 4 contractors to deliver back-end integration between the web application and a privately-hosted local system, unblocking the product launch on schedule.
- Developed a standalone .NET (C#) application using the SolidWorks API to generate parameterized engineering models from JSON configurations, automating what had previously been a manual CAD process for each customer order.
- Authored codebase documentation and a user guide that became the team's primary onboarding resource, reducing ramp-up time for subsequent developers.

EDUCATION

BEng, Mechanical Engineering

Carleton University

09/2014 – 04/2019

Ottawa, Canada

Full-Stack Development Boot Camp — Carleton University / Trilogy Education Services (02/2021 – 08/2021)

MERN stack (MongoDB, Express.js, React, Node.js), RESTful APIs, SQL/NoSQL databases.

INTERESTS

Magic: The Gathering (Commander player and hobby app builder), chess, golf, weight training, cooking (aspiring grill master).