Jamal Haruna

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A Software Engineer with a passion for clean code, maintainability, programming paradigms and efficient documentation. Experienced in a diverse range of technologies including both front and backend development, with a keen curiosity to capture details and learn new skills. An effective communicator, ready to speak out in meetings, accept criticisms and raise new ideas in bold environments.

EXPERIENCE

Fitch Group, Graduate Software Engineer   *September 2023 – October 2024*

As a software engineer, I worked within a front and backend team, assisting with the creation of a large-scale company website that was to be deployed within the year. This role was rotational, allowing me to partner with many different roles (including product and leadership teams) and combine skillsets to deliver complex user-centred features. Through this experience, I developed deeper knowledge of various programming languages and platforms to help deliver well-built and timely projects.

HIGHLIGHTS:
- Worked comfortably within both front and backend roles, flexibly and confidently moving between each skillset.
- Within three months I delivered 10+ developer stories and deployed stable changes to production, noticeably enhancing the frontend and overall user experience.
- Aided the development of a newly structured API, which saw frequent periods of high-traffic, by creating several new resilient endpoints and resolving a variety of defects found within legacy code.
    - Code changes were built to be maintainable and re-usable for future developers.
- Demonstrated aspects of the company website within an internal town hall meeting.
    - Revised this presentation to be digestible for audiences inside and out of tech-oriented roles.

TRANSFERRABLE SKILLS:
- Worked within an agile team to deliver the full development lifecycle across regular sprints.
- Managed escalating deadlines while consistently providing a high volume of output, making me well-equipped to work in challenging environments.
- Iterated work with a continuous focus on the end user and improved features based on UAT feedback.
- Openly raised awareness of achievements and setbacks during our retrospectives, embodying a team first and constructive culture in my feedback.
- Proactively managed my work on Jira using tickets and consistently provided my sprint manager with updates.

TECHNICAL SKILLS: React, JavaScript + TypeScript, Yarn, Jest, Single-Spa Micro-frontends, Java, SQL, Postman, Junit, Git

Fitch Group, Business Process Automation Developer   *October 2024 – Present*

Following my software engineer experience I sought to build upon my technical capabilities by diversifying my skills while maintaining my software knowledge. Within this role I am responsible for the development, maintenance and incident handling of various scalable automations. Using my knowledge of the company I provided deep insight into the automation needs of my coworkers, resulting in significantly improved workflows across many departments.

HIGHLIGHTS:
- Delivered 12+ automations which saved 10,000+ hours of staff effort.
- Pioneered leveraging AI solutions, such as a generative AI API Platform and Copilot Studio, within my team.
- Designed, developed and maintained 12+ complete end-to-end projects, while autonomously assisting my coworkers on other planned and ad-hoc ventures.

- Hosted various charity events, including a Mario Kart tournament fundraiser which raised £926 in total for schools in impoverished areas.

TRANSFERRABLE SKILLS:
- Worked within a horizontally diverse role, developing a stronger understanding of various platforms and programming languages.
- Closely monitored automations post-deployment and used robust incident management protocols to ensure consistent reliability.
- Learned how to independently organise projects from start to finish, including responsibilities such as initial requirement discovery and weekly stakeholder meetings.
- Proactively created and maintained documentation for all automations.
- Effectively communicated limitations of code and set realistic expectations.
- Networked constructively with various business areas to gather project scope details and collaboratively discover innovative ideas for automation processes.

TECHNICAL SKILLS: UiPath Studio, UiPath Orchestrator, Postman, Apache Kafka, Confluent, REST + GraphQL APIs, SQL, Python, Microsoft Power Platform, Microsoft Copilot Studio, HTML/JS

INDEPENDENT PROJECTS

Street Fighter II PPO Algorithm   *December 2022 – July 2023*
- Created a reinforcement learning algorithm that can play Street Fighter II.
- Utilised the PPO algorithm specifically.
- Researched the effectiveness of using such a solution to play and hypothetically beat the game.
TOOLS USED: Pytorch, Gym, Gym Retro, Jupyter, Stable-Baselines3, Optuna

Mentor Matcher   *January 2021 – July 2021*
- Created a web application that matches mentors to mentees.
- Used a backend solution supported by firebase to hold user data.
- Created a Dijkstra's derived algorithm that would match users depending on specified tags.
- Waterfall development methodology used.
TOOLS USED: JS/CSS, Bootstrap, React, Firebase

Various Games   *September 2019 – Present*
- Conceptualised and developed three playable projects, each with distinct gameplay and ideas.
- Combined my passion for game design and programming skills to develop small-scale games.
- Developed additional assets within my spare time as a hobby.
TOOLS USED: Unity Engine, C#

Additional Projects can be found via my GitHub: github.com/Enopa

EDUCATION

Queen Mary University of London, London, UK   *2020–2023*
BSc Hons | Computer Science | First Class Degree