

JOSHUA-DANIEL RUTHEL

SOFTWARE ENGINEER

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SUMMARY

Passion driven Engineer with a keen desire to learn new concepts and master existing technical and personal skills. Accumulated almost 2 years of industry level experience in modern full-stack web development, working on highly scalable cloud-native applications. Proficient in utilising critical thinking skills to intuitively solve technical challenges in a time efficient manner, yielding professional level results. Integrate well in a team environment with the ability to provide mentorship and drive collective collaboration.

WORK EXPERIENCE

Software Engineer Intern - Syft Analytics Jan 2022 - March 2022 & Jan2023 - March 2023

- Designed and built an API data centre that connected to Shopify, Mailchimp, PayPal, Microsoft Teams and Google Analytics. Node.js was used in conjunction with the Axios package to handle HTTP requests. Express.js was utilized to host the web server and OAuth was used for user authentication.

Software Engineer - Syft Analytics April 2023 - July 2024

- Designed and built a lead generation pipeline that utilised the Google Maps API to generate leads for accounting practices around the world. The Apollo API was integrated into the pipeline for enrichment.
- Experimented with Three.js and Framer Motion frontend packages for React to provide an immersive user experience with parallax scrolling and animation. Used these tools to build a portfolio website.
- Leveraged tools including React, Express, Node.js and PostgreSQL to design and build Oversight, a full stack feature that allows users to compare financial performance at an organizational level.

Software Engineer - Kero Gaming July 2024 - Present

- Lead Automation Engineer for the NFL product.
- Building an end-to-end pipeline using Genius play-by-play data to bring engaging sports micro-betting markets to live NFL games.
- Optimizing an event driven automation service powered by Apache Kafka utilizing Python, MongoDB and ARQ (Async Redis Queue).

EDUCATION

Secondary Education - King Edward VII School Jan 2015 - Dec 2019

- 8 Disctions - 91% Average
- 2nd in Johannesburg East district

BSc (Honours) in Information Engineering - University of Witwatersrand Jan 2020 - Dec 2023

- 82% Average | 31 Distinctions | Cum Laude
- Top 5 Academic in EIE School - 2022 | Deans List 2022

TECHNICAL SKILLS

- | | | | | |
|-------------|-------------------------|--------------|-------------------------|-------------------|
| • React | • Express.js | • Python | • Git | • MongoDB |
| • HTML, CSS | • Typescript/Javascript | • C++ | • Redis | • Puppeteer |
| • Node.js | • Apache Kafka | • PostgreSQL | • Google Cloud Platform | • Jira/Confluence |

PROJECTS

- Frostbite Atori - Arcade style game developed using C++ with the SFML library for the user interface.
- Reciped - Social media web application for sharing recipes with a ML based recommendation system.
- RL Model - DQN based reinforcement learning model to optimize task offloading schemes in IoT devices.
- Pick And Price - Price comparator web application that maximizes customer savings for grocery items