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.
- 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.

Software Engineer Part Time - Syft Analytics   **April 2023 - December 2023**

- Designed and built a web scraper using the Puppeteer Javascript library to generate lead data from publicly available websites. Made use of GQL to integrate Google Ads and Google Analytics APIs to generate ROIs for company websites and Google hosted ads.
- 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.

Software Engineer - Syft Analytics   **Jan 2024 - Present**

- Extended existing functionality on a Live View feature that allows users to access trends, top transactions and top contacts for line items in financial reports. Added hover support to 10 additional financial reports.
- Designed and built the Oversight feature that allowed users to analyse entity specific financial data at an organisation level. The performance in load time of the reports improved by 30% due to the optimisation.

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
- HTML, CSS
- Node.js
- Express.js
- Typescript/Javascript
- Unix shell
- Python
- C++
- PostgreSQL
- Git
- Redis
- Google Cloud Platform

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.