MAJED HISHMEH

SOFTWARE ENGINEER

● CAMBERLEY, UNITED KINGDOM

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• DETAILS •

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• LINKS •

LinkedIn

SKILLS

HTML

CSS

JavaScript

Bootstrap

Tailwind

Vue.js

Vite

GraphQL

Express.js

MongoDB

Selenium

PHP

Java

Python

node.js

WordPress

Shopify

Google Analytics

Google Tag Manager

SEMRush

Craft CMS

Webflow

Vue Storefront

Jira

Figma

• LANGUAGES •

English

Arabic

PROFILE

Highly motivated and ambitious software engineering graduate with startup experience. Always keen to learn about new technologies and concepts which can support my day to day job and improve my knowledge. Looking for new opportunities and challenges to improve my skills and make a meaningful contribution to the business.

EMPLOYMENT HISTORY

Software Developer at The Just Brand, Petersfield

February 2023 — Present

- Developed Bespoke WordPress & Shopify websites for clients that come from various sectors
- Provided clients with pre-made design themes and tailored said design themes to suit their requirements, aesthetic, and vision of their new websites
- Involved with the multiple design stages of websites by providing valuable feedback and inspiration that help elevate the quality of them
- · Maintained and manage multiple website contents for multiple clients all at once
- Scoped out multiple sized website projects
- Fixed Security vulnerabilities for website that were found after running them through penetration testing
- Helped extend the functionalities of the clients' websites through enhancements such as applications or plugins
- Helped set up Marketing Analytics tools for websites ranging from Google Analytics to Hotjar
- Provided SEO Optimisation & Site Audit fixes to help websites rank higher in their authority and domain score
- Helped multiple clients with getting their overall website health into the top 10% of ranked sites that compete with the likes of Amazon and E-Bay
- Scoped out a large scale website project through Jira for our client, covering all
 aspects from scratch with a long timeline, ranging from development to security,
 hosting platform and installation, etc.
- Developed multiple websites that were based on Figma Designs, Wireframes, and provided by Designers through collaboration
- · Process of developing the company's website
- Was in the development process of a new website for a high-profile client using Vue-Storefront
- Migrated websites from Magento to Shopify

Developer at Phi Capital Investments

November 2021 — October 2022

- Designed the landing page for their custom in-house portal called <u>Iris</u>, which increased marketability and exposure for said portal
- Fully managed the company's website, refactored and keeping it updated on a weekly basis with the latest content due to the fast pace of the business
- Built a Content Management System by developing a custom WordPress theme for the company in a full-stack manner utilising:
 - HTML
 - CSS
 - JavaScript
 - Bootstrap
 - PHP

- Worked with micro-services by delivering information through the front-end guided by the introspection and Schema utilising:
 - Vue.js
 - Vite
 - · GraphQL
 - HTML
 - CSS
 - JavaScript
- Worked with CICD DevOps with task management for both the website and Iris
- Worked with Figma to develop wireframes as guidelines for the next web pages for a clear vision as well as receiving critical feedback for on-demand changes
- Developed the front-end of the next version of the Iris utilising:
 - Vue.js
 - Vite
 - HTML
 - CSS
 - JavaScript
 - BootStrap
- Developed a micro website to advertise Iris from its features & capabilities to its statistics utilising:
 - Vue.js
 - Vite
 - HTML
 - CSS
 - JavaScript
- Have done System Operations on setting up servers by using the terminal
- Helped with Advertisement & Marketing by making and extensively editing a video advertising the company's specialities for the Housing 151 Conference 2022
- Was responsible for IT Administrative duties by setting up new employees with their own Microsoft accounts & services, and setting up their hardware to meet company standards
- Serving as the first point of contact to any front-end related issues

QA Assisstant at VidiCrew

July 2021 — November 2021

- Was responsible for building robust test automation scripts for both mobile and
 website testing purposes and introduced an agile change control procedure which
 is now being applied before every single new release.
- Got familiarity with cloud services and AWS and some of its core services used in the IoT space such as Device Farm.
- Worked in a highly energetic and agile startup environment.
- Learned about tools such as Selenium, Docker, and Appium and continue to learn more about the AWS services.

Developer at Universal Design Tech

November 2020 — February 2021

- Worked on building a survey application for auditing purposes in the architecture business to help assess the building's accessibility for the disabled by its architecture.
- Used low code IDE that specializes for business applications with native HTML and CSS components that works well as a web application for both mobile and desktop, and can be exported as a desktop program and mobile application.
- Got to be more familiar and learned more about the Agile Methodology with weekly team meetings and sprints.

Web Developer Intern at STS (Specialised Technical Services)

October 2019 — December 2019

- Closely collaborated with a Technical Manager with tasks being provided to me while learning a lot more and utilising:
 - Bootstrap
 - ASP.NET
 - HTML
 - CSS
 - · JavaScript.
- Developed a Training Leave Request web-page by using what I learned in the internship as well as connecting it to SQLite for data storage and using SQL Server to create the database diagram for the web-page.

EDUCATION

BSc in Software Engineering, Philadelphia University

October 2016 — June 2020

- Graduated with Honours
- Dean's Honour List
 - 2017
 - 2018
 - 2020

REFERENCES

References available upon request

COURSES

Web Developer Bootcamp 2021, Udemy

March 2021 — May 2021

★ PERSONAL PROJECTS

YelpCamp

May 2021 — June 2021

- A fully developed website where users can make accounts for creating, updating, and deleting their own campgrounds, as well as submitting reviews for feedback, utilsing:
 - HTML
 - CSS
 - JavaScript
 - BootStrap
 - MongoDB
 - Node
- Utilising Node packages such as:
 - Express
 - Passport
 - Mapbox
 - Cloudinary

Run & Gun Mobile Game Based On Unity

October 2019 — June 2022

Team Leader of a mobile game we created based on the Unity Engine. My responsibilities were:

- Gathering Requirements
- Analysis

- Code Review
- Testing
- Design

Movie Database

March 2018 — May 2018

A fully developed database by using MySQL about lists of movies along with their budget, production date, cast names, run-time, and awards or nominations that said movie has earned