

Nathan Giesbrecht

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WORK EXPERIENCE

QDOC - VIRTUAL HEALTHCARE

May 2022 – Present

Web Application Team Lead / June 2023 - Present

Winnipeg, MB

- QDOC is an innovative virtual healthcare provider platform with a user base exceeding 100,000.
- Led a team managing a platform with 150+ daily sign-ups and 300+ concurrent users.
- Designed and implemented revenue-generating features, including the integration of nurse practitioners and scheduled consultations, to improve service delivery and drive greater user engagement on the platform.
- Provided support for all production issues, ensuring swift resolution and minimal impact on user experience.
- Mentored team members and conducted daily standups to enhance team alignment and collaboration.
- Optimized existing system performance by transitioning video providers, improving streaming reliability and UX.
- Utilize agile methodologies to effectively manage project timelines and deliverables.
- Streamlined gitflow practices and reduced testing phase time cost by 50%, resulting in faster release cycles.
- Conduct interviews to build high-performing teams.

Software Developer / May 2022 - June 2023

Winnipeg, MB

- Managed application queue system to improve efficiency and reliability.
- Initiated the integration of testing frameworks into the existing codebase.
- Developed scheduling system to reduce queue times and minimize cancellations.
- Designed back-end logic and front-end UI for ambulance services connectivity.

VALUE PARTNERS INVESTMENTS

Sept 2021 - Dec. 2021

Junior Cloud Developer

Winnipeg, MB

- A financial services company providing investment solutions with a strong focus on client relationships.
- Developed an Excel Add-In accessing financial databases, secured with OAuth.
- Contributed on a project to parallelize reporting functions, improving runtime efficiency.
- Showcased engaging presentations for stakeholders to showcase project milestones and future opportunities.

EDUCATION

University of Manitoba

Sep. 2018 - Mar. 2023

B.Sc Computer Science Major (Co-op Option)

Winnipeg, MB

- **GPA: 3.88/4.5** Honour List

PROJECTS

Gnoll Way Home - Unity Game

- Developed a game over the course of three weeks, utilizing C# and Unity, which was published to Itch.IO
- Organized player testing during development to enhance user engagement and fine-tune mechanics.

SKILLS & INTERESTS

- **Skills:** Team Leadership; Strategic Planning; Mentoring; AWS; React; Redux; Javascript; Python; Git
- **Interests:** Software Development; Video Games; Hockey; Football; Golf