# PHILLIP
## MATAMBANADZO
### SENIOR SOFTWARE ENGINEER

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📍 Inselstr. 23, 45326 Essen

## TECH SKILLS

| Skill | |
|---|---|
| Javascript | |
| Typescript | |
| Vue | |
| React | |
| Node.js | |
| HTML | |
| CSS | |
| UI/UX | |
| CSS | |
| Git | |
| Docker | |
| MongoDB | |
| Scrum | |
| Kanban | |
| TDD | |
| OOP | |
| FP | |

## SOFT SKILLS

| Skill | |
|---|---|
| Detail-oriented | |
| Adaptability | |
| Teamwork | |
| Analytical Skill | |
| Empathy | |
| Perseverance | |

## SUMMARY

I'm a seasoned Software Engineer with a rich history in web application development across several industries. At a leading automotive firm, I played a pivotal role in modernizing their eCommerce platform, integrating cutting-edge tools and methodologies. My expertise also shines in designing intricate web scraping solutions, evidenced by my contributions at auteon GmbH, where I successfully reverse-engineered automotive platforms. At Ruhrkraft GmbH, I spearheaded the creation of a dynamic scheduler for a Digital Signage CMS, tapping into a mix of contemporary frameworks. Across these roles, I've mastered technologies like Vue, React, Node.js, and several CI/CD and testing tools, ensuring both innovation and quality in my projects. I'm also passionate about guiding teams and sharing knowledge to uplift the collective expertise.

## WORK EXPERIENCE

### FOUNDER & SENIOR SOFTWARE ENGINEER

KissCoders UG - Essen

01/2022 - Present

### SOFTWARE ENGINEER

Ruhrkraft GmbH - Essen

06/2021 - 12/2021

### SOFTWARE ENGINEER

Westend Druckereibetriebe GmbH - Essen

01/2018 - 06/2021

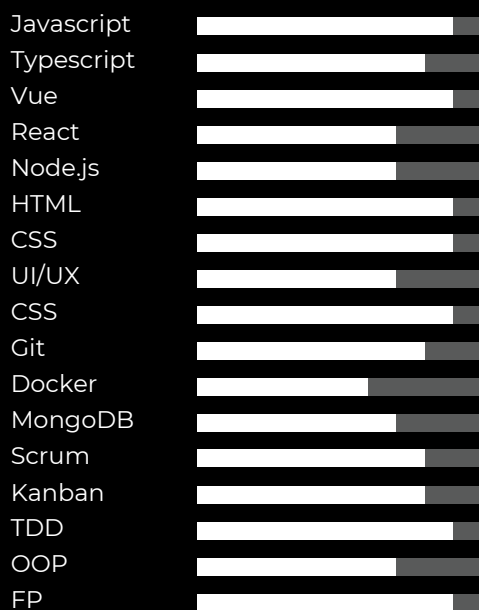### STUDENT ASSISTANT

Hochschule Düsseldorf

06/2016 - 12/2017

# EDUCATION

**SECONDARY SCHOOL**
Alfred-Krupp-Schule Essen
2009

**BACHELOR OF SCIENCE**
Civil Engineering - Ruhr Uni Bochum
2010 - 2015

**BACHELOR OF SCIENCE**
Media IT - Hochschule Düsseldorf
2015 - 2018

# LANGUAGES

German - native
English - fluent
Portuguese - basic

# REFERENCES

**DAVID MÜLLER - HAKOBU**
Senior Software Architect

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**CHI NGUYEN - MERCEDES-BENZ.IO**
Senior Software Architect

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# PROJECT EXPERIENCE

**SENIOR FRONTEND ENGINEER | COMPUTER FUTURES**
01/2022 - 09/2023 (1 year, 9 months)

*Technologies*
Vue, TypeScript, Pinia, VueX, Vite, Jest, Vitest, GitHub, Kubernetes, Jenkins.

*Description*
Together with an international team of frontend, backend, and devops engineers, I've contributed to the development of a major web storefront for an automotive brand.

- Feature specifications and coordination with external dependencies
- Coordination of a Team of 5-8 Developers
- Migration from Vue 2 to Vue 3
- Migration from Jest to Vitest
- Migration to Typescript
- Development of new features, DevOps pipelines
- Analysis and fixes for frontend related bugs and issues
- Enhancing code quality and security

**SENIOR FULLSTACK ENGINEER | AUTEON**
10/2021 - 04/2022 (6 months)

*Technologies*
Vue, TypeScript, Google Cloud Functions, Node.js, Cheerio, Puppeteer, Postman, GraphQL, Hasura

*Description*
I developed a proof of concept reverse engineering automotive eCommerce websites to create a web scraping service. After its completion, I trained several developers on its implementation and usage.

- Investigate target automotive eCommerce websites to understand structure and content
- Analyse website source codes and network requests
- Determine patterns and obstacles, such as CAPTCHAs or AJAX calls
- Code in TypeScript and Node.js to implement the scraping logic
- Implement Testsuite in Postman to ensure data is being scraped correctly
- Create comprehensive documentation detailing the scraping service architecture
- Organise training sessions for developers post-completion.

## LEAD FULLSTACK ENGINEER | RUHRKRAFT
09/2020 - 09/2021 (1 year)

*Technologies*
Vue, TypeScript, VueX, Meteor, Node.js, Jest

*Description*
I was responsible for the design and implementation of a scheduler for a Digital Signage Content Management System. The main goal of this scheduler was to offer users a straightforward platform for planning, scheduling, and uploading advertisement campaigns. Once uploaded, these campaigns were then seamlessly displayed on multimedia screens across various locations.

- Implementing a user-friendly interface that allowed for easy scheduling and management of campaigns
- Implementing algorithms to avoid advert overlap and ensure smooth transitions between campaigns.
- Ensuring that the scheduler was compatible with various multimedia screen sizes and resolutions, and rigorously testing it under diverse scenarios to guarantee reliability and effectiveness.
- Designing a comprehensive data structure for campaigns and playlists to ensure flexibility and efficient retrieval
- Ensuring campaigns display seamlessly across different multimedia screen sizes and locations.

## FULLSTACK ENGINEER | WESTEND DRUCKEREIBETRIEBE
01/2018 - 07/2021 (3 year, 6 months)

*Technologies*
Meteor, Node.js, Vue, React, VueX, Cypress, Jest, Docker.

*Description*
At this prominent printing firm, I was responsible for enhancing and streamlining their digital operations. My primary tasks included the design and implementation of an order placement application. This application served as a vital touchpoint between the company and its clientele. Additionally, I was tasked with building an end-to-end and unit testing suite to ensure the application's reliability and functionality.

- Design user interfaces and workflows for the order placement application
- Refine and implement application features
- Monitor and respond to feedback from end-users
- Implemented a test suite using the TDD approach, which included both E2E tests and unit tests
- Coordinate with other team members and departments to ensure cohesive development and implementation strategies