
Phone: 021 172 2072 mobile
Email: rafaelgoesmann@gmail.com

Objective and Profile:

I am a third year Computer Science student at the University of Canterbury. I am seeking a graduate position after I graduate in November 2019. I consider myself an experienced programmer with a high level of professionalism and a commitment to producing high quality maintainable, scalable and robust technology solutions. I am actively learning new technologies and I am always seeking to improve.

Work History and Experience

Nov 2018 to Feb 2019 – Internship at Verizon Connect – As part of an 8 person agile team, I worked as a developer maintaining a Web and Android app (using Angular 1, Typescript and Cordova) and an IOS app (using Swift) along with a backend API (using Node.js and Typescript). Created infrastructure to allow the android and web app to be extended to multi-lingual capabilities. Created the backend functionality to allow units on a map to update in real-time.

Feb 2019 to date – Real Estate Auction Site for Client – Together with two co-students I have been mandated by two real estate industry veterans to create a site to allow people to buy/sell properties via auctions and deadline sales. For the tech stack, we are using Node.js, React.js, Typescript (backend and frontend) and Postgresql. The demo version of the site can be viewed at <https://www.staging.epex.co.nz>.

2014 to date – Tennis New Zealand Certified Tennis Coach – I hold a Community Coaching Qualification and a Tennis New Zealand Coaching Certification and have been coaching children aged 5 to 15 years at Waimairi Tennis Club in both a group and one-on-one setting.

2017 to 2018 – Milk Merchandiser, Goodman Fielder – Merchandising dairy products and stocktaking at various supermarkets in Christchurch.

Projects:

'Programming Quiz Application'

Created a web app with a co-student that allows teachers to create programming quizzes for their students. When we were high school students, we would have appreciated a more structured way to learn programming and focus more on problem solving instead of just syntax. An interesting aspect was utilising **Docker** to run untrusted student code in a sandbox. This project was built with **Python (Flask), Vue.js, MySQL and Docker**.

Source Code: <https://github.com/marvin-raf/codequiz>

'Automated Highlights Bot'

Gamers commonly wish to see a short compilation of the current day highlights. I decided to make a script which downloads concurrently (using Golang's strong concurrency primitives), removes duplicates, encodes and concatenates these clips into one video and then automatically uploads it to YouTube. I also created a frontend for the script to enable others to use the site. This project was built with **Golang, React.js and FFmpeg**.

Source: No source since app runs locally

Source Code: <https://github.com/RafGDev/juke-highlights-bot>

Education and Qualifications:

2017 to date: University of Canterbury, BSc Computer Science

- Grades are available in transcript section.
- Started degree in 2016 while still at High School, via the UC STAR programme which has allowed me to study one year ahead of the standard curriculum.

2007 to 2016: St Andrew's College, Christchurch:

- NCEA with Excellence Endorsements at Levels 1 and 2 and Merit Endorsement at Level 3.

University of Canterbury Hackathon Winner

- Won the annual University of Canterbury hackathon by creating an app where kids could create computer science logic circuits and import them into Minecraft.

Technical Skills:

Languages & Frameworks: Javascript (ES7, ES6, ES5), Node.js, Express.js, React.js, Angular.js, Vue.js, PHP, Golang, Python, Bash, Java, C, Play Framework

Database/DBMS: Postgres, Postgres shell, Mysql, phpMyAdmin,, MongoDB

Operating Systems: Windows, Linux, Mac OS X

Other: Git, VIM, Continuous Integration & Deployment, Unit & Integration Testing, Docker

Referees:

Available on request
