Richard Simbana

908 - 205 - 5161 | richardsimbana@yahoo.com | www.richardsimbana.com

Skills

- Programming Languages: Java, Javascript
- SQL and NoSQL databases: MongoDB, Oracle SQL
- Backend Development: SpringBoot
- Web Development: ReactJS, Bootstrap, CSS, HTML
- Deployment: Docker, Amazon EC2, Jenkins
- Game Development: Unity3D engine
- Project management and bug tracking systems: Jira
- Coordinating with various development/business teams
- OAuth2 authorization framework
- Metrics Monitoring: Grafana, NewRelic
- Unit Testing: JUnit
- Load / Performance Testing: JMeter

Work Experience

Galaxe Solutions   **Software Engineer**   **11/2018 - Present**

- Created various microservices to handle communications between development teams using SpringBoot
- Conducted code reviews to ensure quality work in production
- Performed interviews for open React Developer positions to fill vital roles
- Coordinated with Dev Ops for production release by performing validations
- Assisted in UI creation using ReactJS to automate existing workflows leading to an increase in development productivity
- Assisted in developing custom coding and configurations for NewRelic / Grafana, including the use of custom metrics and dashboards on existing services, which helped identify prod / performance issues.
- Performed load and performance testing using JMeter
- Setup unit testing on API services to verify logic using JUnit

Bumble Bear Games   **Quality Assurance Freelancer**   **10/2016 - 10/2018**

- Created detailed reports from play sessions
- Coordinated with developers to resolve issues
- Resolved issues unsupervised using knowledge of the developers' code base

Project Experience

Personal Mobile Game   **Game Developer**   **2018**

- Lead the development for a pirate themed arcade style mobile game using Unity3D
- Achieved further knowledge in the full development cycle of an Android and iOS application
- Executed the design and implementation of the game UI

Education

Bloomfield College
B.A Game Development Concentration in Game Programming