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www.yaphet.surge.sh

Work Experience

Wawanesa Insurance

Mar. 2017 – Present

Application Developer

- ❖ Sole developer for an augmented reality application using Unity3D and Vuforia
- ❖ Lead developer for a web application using ReactJS
- ❖ Mentor junior developers through workshops and pair programming
- ❖ Maintaining and adding functionality to the Wawanesa Insurance website
- ❖ Developed prototypes using an agile methodology to present to product owners
- ❖ Attended UX seminars to better understand consumer needs
- ❖ Underwent Innovation Edge training to modernize Wawanesa's development strategy
- ❖ Handle production issues with Wawanesa's Canada and US websites

Canadian Tire Cloud 9

Sept. 2015 – Feb. 2017

Software Engineer (Unity 3D)

- ❖ Worked deeply with Unity UI and Unity's animation state machine known as Mecanim
- ❖ Developed an offline solution to load data with XML serialization
- ❖ Implemented virtual reality experiences such as Oculus Rift and Google Cardboard for an immersive experience
- ❖ Project was nominated and won several innovation awards

Agriculture and Agri-foods Canada (AAFC)

July 2013 – Aug. 2015

User Support Analyst

- ❖ Test various federal government applications in order to confirm or reject the latest release of specified software.
- ❖ Set up test cases for different scenarios regarding a documented problem within applications
- ❖ Programming applications in order to streamline productivity within the company

Lawton Partners

Sept. 2014 – April 2015

Web Developer / Web Designer

- ❖ Worked within a team of three to create a website that aggregates several separate databases in order to efficiently collect and display client data
- ❖ Designed website layout utilizing panes instead of webpages to minimize latency
- ❖ Front-end programmer: Applied the latest practices of HTML5, CSS3, Javascript, and various JQuery plugins/libraries
- ❖ Secondary back-end programmer: Parallel programmed with lead programmer, providing real-time debugging
- ❖ Utilized an Agile approach in which our team sent our clients various prototypes and adjusted code based on client input



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Volunteer Experience

Canadian Museum for Human Rights Hackathon

Feb. 17 – Feb. 19 2017

Unity Developer

- ❖ Worked in a team of four (one developer, three creatives) to create a mobile application in two days
- ❖ Groups were given a topic to showcase using a specific medium
- ❖ Created an experience leveraging Google VR in which the player would use a mobile device to explore a town in the middle of a protest
- ❖ Created a solution to average two points of rotation in order to smooth camera movement known as quaternion slerping
- ❖ Demo received high praise from coordinators

University of Winnipeg - ACS

Jan. 2013 – April 2013

Web Developer

- ❖ Worked within a team of three to create a question and answer library for computer science students
- ❖ Created login and sign-up pages
- ❖ Created and connected MySQL databases to main website in order to retrieve and insert data by utilizing algorithms
- ❖ Worked in depth with front-end language to create aesthetically pleasing content
- ❖ Extensive debugging before final implementation of website was made public

Coding Languages and Technologies

- HTML5
- CSS3
- Sass
- JavaScript
- ReactJS
- React Native
- Amazon Web Services
 - Lambda
 - Api Gateway
 - S3
- Serverless
- Redux
- Python
- C#
- Java
- Unreal Engine
- Unity

Education

2010 – 2015

Completed my BSC at the University of Winnipeg in ACS



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Projects

Wawanesa Augmented Reality House (2019)

- ❖ Built in Unity3D, this application is made to engage users, help with customer retention and act as a self promoting marketing tool. The proposed use case is that brokers can give a customer a business card with a custom logo on the back and a QR code on the front that would allow the user to download a companion application. When the user runs the application and points their camera at the business card, a virtual house will appear in augmented reality. Users can then explore the house by pinching to zoom, rotating the house with a slider, and physically moving their device to view the house from different angles. Users can also tap on glowing items, giving the user more information about the different insurance options Wawanesa offers. As the sole developer of this application, I was responsible for the all animation, game design, and logic. A link to the application and a demo video is available in my portfolio at www.yaphet.surge.sh.

Hypemoji (2019)

- ❖ With ReactJS running the frontend and Serverless + Amazon Web Services in the backend, this application traverses Snapchat's Bitmoji API to create custom Bitmoji comics with text input from the user. Users also can copy and paste their Bitmoji url into the application and be granted access to all Bitmoji and Friendmoji images to edit and share! This website is live and can be viewed at www.hypemoji.surge.sh.

Claims Fast track (2018)

- ❖ Made in ReactJS, Claims Fast Track is an application made to streamline the claims process. Built for adjusters, this application allows them to add customers, claims, estimates and manage the status of a claim. Adjusters can also send a custom URL to a client where they can add images of a damaged asset at the their convenience to be later viewed by the adjuster.

Wawanesa Innovation Dashboard (2018)

- ❖ A web application developed in ReactJS. This application was made as a central hub for the prototypes made in Wawanesa's Innovation Lab. The Innovation Lab is heavily focused on creating insurance solutions using the most cutting edge technologies, however, these technologies are backend heavy so the Innovation Dashboard was created to give a face to all the proof of concepts at the lab. As the Lead Developer for this project, I mentored junior developers to learn ReactJS, established version control workflows and set up the groundwork to expedite tedious tasks such as routing, component building, and hosting/deployment solutions.

Prequel Memes (2018)

- ❖ A web application developed in React. This application was made to streamline the process of creating images for social media. The user can choose a character and will be given multiple screenshots that are pulled from a server where that character is featured. The user can then choose to add text and then finally create an image with their text implanted onto it. This website is live and can be viewed at www.prequelmemes.com.

CMHR Protest Simulator (2017)

- ❖ A mobile application developed in Unity. Utilizing GoogleVR to add first person immersion, this app allowed users to navigate through a town in the middle of a protest and choose a side. Users travel through the town using a teleport system, listening to multiple stories from the non-playable characters in order to form their own opinion on which view they would like to align with. When the player has heard all the possible perspectives, they are then given the choice of which view to join and try to rally other characters to their cause.



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WOWVR (2016)

- ❖ Developed in Unity, this app allows users to create their dream patio on their mobile iOS or Android device and look around there patio using GoogleVR. Users place their products from a bird's eye view, and set up the patio just the way they want, and then they can go to explore view or VR view to look around the patio in a first person perspective. Both modes will use VR to allow you to look around, but GoogleVR allows you to place it in a Cardboard device to actually get the full experience.

Canadian Sports Hall of Fame Induction VR Invitation (2016)

- ❖ This app was created to invite members to the Canadian Sports Hall of Fame induction for 2016 using Google Cardboard/VR. This app would have users turn on their devices and find themselves in a full auditorium where they would be invited by a video playing to come to the event.

Canada's Dream Patio Builder (2016)

- ❖ Developed in Unity, this application lets users create a patio through a top down builder on a touch screen television. Users can then can explore their space by moving around using the touch screen, or putting on an Oculus Rift to see it in Virtual Reality.

Canada's Dream Garage Builder (2015)

- ❖ Developed in Unity, this app allows a user to create their own virtual garage in a Canadian Tire store using a 85 inch 4K touch screen TV and a Oculus Rift. Users create their garage in a controlled first person experience that allows you to move products around, then can explore their space by moving around using the touch screen, or putting on the Oculus Rift to see it in Virtual Reality.