YTA

Yaphet T Abraha

MOBILE (204) 807 – 0665

Yaphet.Abraha@gmail.com

www.yaphet.surge.sh

Work Experience

Wawanesa Insurance — Mar. 2017 – Present
Application Developer

- Maintaining and adding functionality to the Wawanesa Insurance website
- Sole front-end developer for a project aimed to ease the claims process, written in ReactJS
- 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

- HTML
- CSS
- JavaScript
- ReactJS
- React Native
- C#
- Java
- Unreal Engine
- Unity

Education

2010 – 2015 Completed my BSC at the University of Winnipeg in ACS

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Projects

Beeline (2018)

- A mobile application developed in React Native. This app allows users to input multiple destinations of interest and will then navigate the user to those destinations via the most efficient route.

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 view 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.

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 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.

Lawton Aggregate Dashboard(2014)

- A web application designed to act as a central hub of several separate databases. The primary objective of the Lawton Aggregate Dashboard (LAD) is to decrease the preparation time of collecting client information for financial advisors.LAD utilizes the latest conventions of HTML5, CSS3 and JQuery for its front end, while the back-end was programmed in C#, using ASP.NET as the framework.