YAPHET ABRAHA

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EDUCATION

BACHELOR OF SCIENCE
University of Winnipeg, Canada
2010 – 2015

SKILLS

React
JavaScript
TypeScript
Electron
NodeJS
Amazon Web Services
Python
Serverless
C Sharp
Godot
Unreal Engine
Unity
Figma

WORK EXPERIENCE

SENIOR DEVELOPER
iQmetrix, 07/2019 to Present, Winnipeg, MB

- Convert outdated projects to be fully responsive
- Advise tech lead on user experience and user interface design choices
- Create frontend tools to help team troubleshoot support tasks
- Sole frontend developer for an application to allow contactless payment during Corona pandemic
- Worked with team lead to design/implement APIs and create corresponding frontend views
- Setup event-driven triggers for serverless functions with Microsoft Azure using .NET Core

APPLICATION DEVELOPER
Wawanesa Insurance, 03/2017 to 07/2019, Winnipeg, MB

- 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
- Developed a Serverless NodeJS backend integrating with Amazon Web Services
- Maintaining and adding functionality to the Wawanesa Insurance website
- Developed prototypes using an agile methodology to present to product owners
- Handle production issues with Wawanesa's Canada and US websites

JUNIOR DEVELOPER
Canadian Tire Cloud 9, 09/2015 to 02/2017, Winnipeg, MB

- 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

ACTIVITIES

VOLUNTEER WORK

Canadian Museum for Human Rights Hackathon, 2017

- Participated 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

PROJECTS

AETHER (2020)

Frontend application built with React and .NET Core in the backend. This application was created as an option for customers to pay for merchandise with zero physical contact. A store associate can send an Aether link to a customer, who can complete a purchase on their mobile phone or computer. Customers can pay via manual card entry, Google Pay or Apple Pay.

REACT CRASH COURSE (2019)

Made with ReactJS, this application was initially made to onboard front end developers at Wawanesa that would work on React projects, but was later expanded to the public in order to give anyone a quick crash course for React. Developers can go through a small tutorial where the basics of React are explained with practical examples with code breakdowns and screenshots to easily follow along. This website is live and can be viewed at reactcrashcourse.surge.sh.

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 all the animation, game design, and logic. A demo video is available in my portfolio at yaphet.netlify.app.

PROJECTS

HYPEMOJI (2019)

With ReactJS running the frontend and Serverless + Amazon Web Services in the backend with a Python runtime, 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 hypemoji.surge.sh and an Electron branch can be found here.

CLAIMS FAST TRACK (2018)

With ReactJS in the frontend and Serverless with a NodeJS runtime in the backend, 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 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 for the frontend and NodeJS for the backend. 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.

PROJECTS

CANADIAN MUSEUM FOR HUMAN RIGHTS 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 their 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 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 an 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.