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 [React, JavaScript, TypeScript, C#, .NET Core, Azure]

iQmetrix, 07/2019 to Present, Winnipeg, MB

- Lead frontend developer for an application to reduce user input errors and help automate onboarding new clients to iQmetrix's payment solution
- Sole frontend developer for an application to allow contactless payment during Corona pandemic
- Convert outdated projects to be fully responsive
- Advise team lead on user experience and user interface design choices
- Worked with team lead to design/implement APIs and create corresponding frontend views
- Debug backend to help teammates and discuss request/response issues

APPLICATION DEVELOPER [React, NodeJS, JavaScript, Serverless, AWS]

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 [Unity, Oculus, C#, GoogleVR]

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

- Worked deeply with Unity UI and Unity's animation state machine
- 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

VOLUNTEER WORK

Canadian Museum for Human Rights
Hackathon, 2017

o   Participated in a team of four
(One developer, three creatives) to
create a mobile application built with
Unity in two days

o   Groups were given a topic to
showcase using a specific medium

o   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

o   Created a solution to average two
points of rotation in order to smooth
camera movement known as
quaternion slerping

o   Demo received high praise from
coordinators

BEAM TNG (2021) [React, TypeScript, Styled Components, .NET Core]

With React for the frontend and .NET Core for the backend. This application was
built to be the successor to the original Beam project to aid administrators in the
manual process of onboarding new clients to iQmetrix's payments solution. As the
lead frontend developer on this project, I was responsible for all aspects of the
frontend including project structuring, UX/UI design, dynamic routing solutions,
data fetching/management solutions and working with my team lead to discuss
request/response flow between the frontend and backend.

AETHER (2020) [React, JavaScript, Styled Components, .NET Core]

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) [React, JavaScript, Styled Components]

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) [Unity, C#, AR]

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.

P R O J E C T S

HYPEMOJI (2019) [React, JavaScript, Serverless, AWS, Python, Electron]

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) [React, JavaScript Serverless, AWS, NodeJS, Sass]

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) [React, JavaScript, Sass]

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) [React, JavaScript, Sass, NodeJS]

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

CMHR RIGHTS PROTEST SIMULATOR (2017) [Unity, C#, VR]

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) [Unity, C#, VR]

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 get the full experience.

CANADIAN SPORTS HALL OF FAME INVITATION (2016) [Unity, C#, VR]

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) [Unity, C#, VR]

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) [Unity, C#, VR]

Developed in Unity, this app allows a user to create their own virtual garage in a Canadian Tire store using an 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.