Woussibiwe Alex Jordan

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☐ Cameroon – Yaoundé – Ngousso (rue 371)

PROFESSIONAL SUMMARY

Highly motivated Senior Software Engineer with over 6 years of progressive experience in full-stack web and mobile application development. Expertise in **C#, ASP.NET Core, React**, and cross-platform mobile frameworks such as **Ionic**. Proven track record in delivering scalable solutions across startups, remote freelance projects, and international companies. Strong leadership and collaboration skills developed through agile environments and diverse project portfolios including e-commerce, job search platforms, real-time games, and location-based systems.

TECHNICAL SKILLS

- **Languages:** C#, Java, JavaScript, TypeScript, SQL, Python, PHP
- **Frameworks & Libraries:** ASP.NET Core, ASP.NET MVC, Entity Framework, React, Redux, Ionic, Laravel, Unity, Phaser.js
- **Web Technologies:** REST APIs, WebSockets, SignalR, HTML5, CSS3, Bootstrap, jQuery
- **Databases:** Microsoft SQL Server, PostgreSQL, MySQL, MongoDB, Firebase
- **DevOps & Cloud:** Docker, Azure DevOps, GitHub Actions, Git, Agile/Scrum
- **Tools & Platforms:** Visual Studio, VS Code, Android Studio, Unity Hub, Figma, Postman
- **Soft Skills:** Team Leadership, Client Communication, Technical Documentation, Problem Solving

PROFESSIONAL EXPERIENCE

Senior Software Engineer

EBOS – Nicosia, Cyprus (Remote)
Jan 2022 – Present

- Engaged in **8 multi-domain software projects**, including several with a strong focus on **European innovation initiatives** here are some of them:
  - **EO4EU** – Earth Observation for Everyone: Contributed to backend development using **ASP.NET Core** for data processing and visualization modules.
  - **5GEPICENTER** – 5G Edge Intelligence & Computing Ecosystem: Developed microservices for edge computing environments, integrated with cloud platforms.
  - **6GBRICK** – Next-generation communication infrastructure: Built modular components for scalable telecom applications.
  - **MARSHAL** – AI-driven smart mobility systems: Implemented RESTful APIs and real-time data pipelines using **SignalR** and **WebSockets**.
  - **SUNRISE6G** – Sustainable Networked Intelligence for Rural and Urban Environments: Participated in designing architecture for future 6G-ready networks.

- Developed backend systems using **C#, ASP.NET Core**, and integrated with **React-based** frontend interfaces.
- Designed and implemented modular components, improving code reusability and maintainability across distributed teams.
- Collaborated with global teams using **Agile methodology** and tools like Jira and Trello.
- Led code reviews, mentored junior developers, and ensured high-quality delivery of features and bug fixes.

Technologies Used: C#, ASP.NET Core, React, SQL Server, Docker, Git, Azure DevOps

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Software Engineer (Mid-Level)

Felor Group (Startup) – Buea, Cameroon
Jul 2021 – Dec 2021

- Contributed to the development of **3 key internal and client-facing applications**.
- Worked primarily with **Java** and **Ionic**, building hybrid mobile apps and backend services.
- Built a **geolocation tracking system** using only the mobile view with **Ionic**.
- Participated in sprint planning and daily stand-ups under **Agile Scrum** framework.

Technologies Used: Java, Ionic, REST APIs, SQLite, Git, Android Studio

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Software Developer

NJORKU Ltd – Buea, Cameroon
Feb 2018 – Jun 2021

- Assisted in the development of **Pursa**, a job search platform that aggregates listings across Africa.
- Implemented both **web and mobile views** of the Pursa app using **Laravel** and **Ionic**.
- Helped other developers with **Laravel** framework for various company websites.
- Maintained databases and ensured secure data handling and efficient querying.

Technologies Used: Laravel, PHP, Ionic, MySQL, JavaScript, jQuery

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Freelance Software Engineer / Game Developer

Upwork – Remote (Global Clients)
Jun 2020 – Present

- Developed **The Battlefield Honor**, a multiplayer web game built using **Phaser.js**.
- Created marketing websites for small and large businesses (e.g., **Gichaguide** – tourism site for Cameroon).
- Built **2D and 3D games** in **Unity** for mobile, web, and iOS platforms.
- Prototyped game ideas and published them on **itch.io**: https://axel05.itch.io/poke
- Utilized **Agile methodology** for iterative development and client feedback integration.

Technologies Used: Unity, C#, Phaser.js, HTML/CSS, JavaScript, Git

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Junior Developer (School Project)

Faculty of Engineering and Technology, Buea
Jan 2021 – Dec 2022

- Developed an **AI-based question-answer generation model** for English documents.
- Hosted the model on **Anvil.app**, accessible via private credentials: https://questionanswer-generation.anvil.app/
- Gained foundational knowledge in **machine learning**, API design, and UI/UX for educational tools.

Technologies Used: Python, Anvil, Flask, HTML/CSS

EDUCATION

Master of Science in Software Engineering
Faculty of Engineering and Technology, University of Buea
2020 – 2022
GPA: 3.07 / 4.00

Bachelor of Science in Software Engineering
Faculty of Engineering and Technology, University of Buea
2016 – 2020
GPA: 3.4 / 4.00

CERTIFICATIONS

- **Microsoft Certified: Azure Fundamentals**
  Expected Completion: 2025
- **Unity Certified User (UCU)**
  2023
- **Agile and Scrum Master Certification**
  2022

PROJECT HIGHLIGHTS

The Battlefield Honor (Game Development)

- A multiplayer web-based shooter game developed with **Phaser.js**.
- Allows players worldwide to join missions and compete in real-time.
- Integrated chat functionality and real-time updates using **SignalR**.

Gichaguide Website Development

- Developed a tourism-focused website for Cameroon: gichaguide.org
- Fully responsive and optimized for SEO, content management, and user engagement.

Pursa Job Search Platform

- Contributed to the development of both **web and mobile versions**.
- Enabled users to search millions of jobs across Africa with filters and location-based searches.

LANGUAGES

- **English** – Fluent
- **French** – Intermediate

REFERENCES

Available upon request.