YASIR
IBRAHIM

SOFTWARE ENGINEER

I am a self motivated and hardworking individual. As I come to the end of the School of Code's intensive bootcamp, I realise that I can learn whatever I put my mind to, whether I have 6 years, as I did with my medical degree, or only 16 weeks. I am hungry to learn more and develop further as a software developer.

EXPERIENCE

2019 - 2021
Several jobs in Security and Warehousing
VARIOUS COMPANIES

Security Roles:
- Guarded vacant properties overnight.
- Worked as entrance guard for a hospital during Covid-19 restrictions.
- Also worked as a guard for some retail store including Tesco and Co-Op.

Warehousing Roles:
- Worked in various teams to make sure all products ordered by customers were in good condition and sent out for delivery on time.

11/2021 - 3/2022
School of Code

- Collaborating as part of a new team a weekly basis to both learn new technologies and implement them in a hackathon every Friday.
- Learned and drilled down on a few different software development tools such as JavaScript, React and Jest.
- Learned and utilised agile principles and pair programming throughout the entire course.

CONTACT

https://github.com/gitYasir

www.linkedin.com/in/yasir-ibrahim

EDUCATION

2013 - 2019
Wuhan University School of Medicine
Bachelor Degree in Medicine

11/2021 - 3/2022
School of Code
Software Engineer

PERSONAL SKILLS

Fast Learner
Team Player
Problem Solver
Self Driven
Hard Worker
Adaptable
Good Time Management
Organised
Flexible
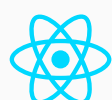
PROFESSIONAL SKILLS

HTML 5   CSS 3   JavaScript   Node JS   React

Git   PostgreSQL   Heroku   Netlify   Jest

Auth0   NextJS

PROJECTS

ROCK PAPER SISSORS

First hackathon project as part of the School of Code

After just about 2 days of learning about HTML, CSS and JS, we were put into pairs and given the task of writing creating a rock, paper, scissors game using the DOM. my partner and I managed to get a working game by the end of the day using JS on VS Code.

FORMULA I DRIVERS

Personal project

During the Christmas break, I decided to make an app related to one of my hobbies, Formula 1.

The app idea I decided on was a website that people can go to in order to find detailed information on each driver.

The tools I used were HTML for the front end, CSS for styling, JS for the code and as we were not taught about React at the time, after a bit of research, I decided to use EJS so that I could have multiple pages to my app.

I have decided to make this a long term personal project and recreate it using new technologies I've learned since then.

I have already started working the new version, using React and react router for different pages rather than ejs like I did before.

Formula 1 is something I'm really passionate about and I can't wait to see what else I can add to this app.

PHANTOM KITCHEN

Final team project as part of the School of Code

For the final project from the SoC, we were put into teams of 6 and given the task of coming up with an app idea, plan all the steps needed to build the app and the tools required to do so and eventually build a working app.

This project had a time limit of 4 weeks.

We used the first week to ideate using the Disney 3 rooms ideation method to choose an app idea. Then we planned out our MVP and any other features we would like to add after we achieve our MVP. We also decided on our tech stack which included Next.js, Auth0, Jest and PostgreSQL just to name a few. We used Figma to make high fidelity diagrams for the whole app as a team so that when we split into smaller teams, we are all aware of the end goal.

We then used Jira to decide on sprints for each feature, split up into 2 or 3 teams depending on difficulty of each sprint and worked asynchronously using GitHub branches and out CI/CD pipeline to run some tests before merging later on. We used Jira to also keep each other updated on the tasks we were doing.

As a team, we decided to have a stand up in the morning and afternoon and also a retro at the end of the day everyday. We used these time to not only overcome any blockers any team might have had but to also inform and educate the other teams on anything new we've learned throughout the day.

In order to experience every part of the software developments cycle, we took it in turns to be the project lead/project owner. During my turn, I took lead in the stand ups and retros each day. delegated tasks to each team in the mornings and made sure all teams were on the same page in order to avoid conflicts and misunderstandings.