

Jiss Joy

FULLSTACK ENGINEER

Osaka, Japan

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Highly motivated and results-oriented software engineer with almost 3 years of experience building and maintaining high-performance web and mobile applications. Seeking a challenging role at a company where my expertise in Next.js and Ruby on Rails can be leveraged to contribute to innovative projects and further develop my expertise in scalable systems. Thrives in collaborative environments and is committed to building beautiful applications and writing clean, well-tested code focused on performance, scalability, and security.

SKILLS

Programming Languages: Typescript, Ruby, Javascript, HTML, CSS, Dart, Java

Frontend Development: Next.js, React, Shadcn, Tailwind, ChakraUI, NextUI, CSS

Backend Development: Ruby on Rails, RESTful APIs, GraphQL, Prisma, Drizzle, RPC

Mobile Development: Flutter, Android

DevOps: AWS, Docker, Sentry, CI/CD

Tools: Github, Figma, Notion, Slack, Miro, NextAuth.js, Firebase

EXPERIENCE

Full Stack Software Engineer

Canbright Co. Ltd., Osaka, Japan (Hybrid)

MAY 2022 - CURRENT

- Implemented multiple front-end features using Nextjs, ensuring seamless integration with the backend.
- Played a key role in the successful renovation of a core software component, which, following a period of rapid initial growth, contributed to a further 56% increase in client base within a year of release, sustaining strong upward momentum.
- Contributed to the development of a custom e-commerce software solution for an external client, leveraging technologies like Next.js, Prisma and NextAuth.js to meet specific project requirements.
- Designed and implemented key backend features using Ruby on Rails, while refactoring existing code to address database performance bottlenecks, resulting in a 40% decrease in application response time.
- Designed and implemented RESTful APIs and GraphQL queries to support front-end development and facilitate robust backend integration.
- Collaborated with the team through technical discussions, pair programming, and collaborative coding sessions, to solve complex technical challenges and deliver high-quality code.
- Led multiple successful releases, and gained experience in implementing CI/CD pipelines.

Software Engineer Trainee

Canbright Co. Ltd., Osaka, Japan (Remote)

NOVEMBER 2021 - MAY 2022

- Developed and implemented an in-house scrum point estimation system, improving team sprint planning.
- Designed and built the frontend UI with Figma and React.
- Contributed innovative ideas to the mobile team, improving the UI/UX on mobile devices.

Android Developer Intern

Smartech Brain Technologies, Kerala, India (Remote)

JULY 2020 - JANUARY 2021

- Designed, built, and deployed 3 Android e-commerce applications, leveraging various Firebase products to enhance functionality and user experience.

PROJECTS

Reservation Management System (Ongoing)

- Developing a queue-based reservation management system to reduce wait times for customers at saloons, clinics and restaurants using Next.js, Figma, Shadcn, Drizzle and Supabase and deployed on AWS.
- Working on the user interface and user experience design, utilizing Figma for prototyping and collaboration.

Robotic Spider

- Led the development of a bio-mimicking, eight-legged spider robot for rough terrain navigation, focusing on the project's programming and control systems, with integrated surveillance capabilities.
- Engineered the robot's locomotion control using servo motors and a Raspberry Pi, contributing to a lightweight, 3D-printed PLA chassis designed and fabricated by colleagues.

Forums App

- Built an Android application where university students can post forums & discuss questions.

ACADEMIC QUALIFICATIONS

Bachelor of Technology in Computer Science Engineering

M.S. Ramaiah University of Applied Sciences, Bengaluru, India

AUGUST 2017 - AUGUST 2021

High School, CBSE Board

Devamatha CMI Public School, Kerala, India

AUGUST 2015 - AUGUST 2017

SOFT SKILLS

- Good communication skills
- Problem-solving
- Time management
- Teamwork
- Attention to details

LANGUAGES

- English - Professional Proficiency
- Japanese - Basic Proficiency (JLPT N4)
- Malayalam - Native Proficiency

ACHIEVEMENTS

- Led the development of the Robotic Spider project, which won Second Prize in the Innovation Challenge 2019 at the University level.
- Led the faculty football team to victory in the Interfaculty Competition 2020 at the University level, fostering strong teamwork and unit