

Software Engineer
Perth, Australia
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PROFILE

With three years of hands-on experience in full-stack development, I have honed my expertise in JavaScript/Typescript, React, Golang, and SQL. Specializing in unifying front-end and back-end technologies, I create refined, high-performing, and sustainable code. My unique ability to catalyze team collaboration, aligning cross-functional groups towards shared objectives, sets me apart. Driven by a deep-rooted passion for innovation, I'm keen on employing my comprehensive skill set to drive transformative outcomes and contribute to technological progression in forward-thinking settings.

A key aspect of my professional ethos is my passion for fostering a positive and innovative company culture. I am committed to nurturing an environment that encourages diversity, continuous learning, and growth. Leveraging my comprehensive skill set, I am eager to drive transformative outcomes and contribute to the technological progression of forward-thinking organizations.

You can checkout some of my work on my portfolio here: owengiri.dev

SKILLS	
Golang	Javascript/Typescript
React/React Native	PostgresSql
Git	HTML/CSS
Python	

EMPLOYMENT HISTORY

Software Engineer, Wevolt

JANUARY 2023 - PRESENT

As a Software Engineer at Wevolt, I developed key components of a software solution aimed at managing and visualizing electric vehicle charging stations. I leveraged GoLang and PostgreSQL to create server-side services and built a data scraper for PlugShare, integrating the information into our app with an easy-to-use filtering system. Further, I designed a front-end admin platform for comprehensive charging station management.

Key accomplishments:

- Developing robust server-side functionality using GoLang and PostgreSQL for seamless interaction in the EV software ecosystem.
- Building a data scraper for PlugShare, effectively integrating this data into our database to be displayed on our app.
- Implementing a user-friendly filtering system within the app, enhancing user experience and product value.

• Designing and building a front-end admin platform with CRUD operations, streamlining the management of charging stations

Software Engineer, Ninja Software/Syndicate

2019 - 2022

As a Software Engineer at Ninja Syndicate, I contributed to the development of 'Supremacy Battle Arena', an engaging 24/7 live-streamed battle arena game featuring Al-controlled War machines. Spectators had the opportunity to interact with the game by supporting their faction's War machines through special abilities like Nukes and airstrikes.

Key accomplishments:

- Developed a real-time front-end interface for the live stream feed, ensuring a smooth gaming experience.
- Designed and implemented the public player profile page, enhancing user engagement and game immersion.
- Built a Telegram bot for timely war machine notifications, improving user interaction and commitment.
- Utilized technologies including React, MUI, GoLang, SQL, Web Sockets, among others."

EDUCATION

Diploma of Software Development, North Metro TAFE

JANUARY 2018 - JANUARY 2019

Cert III Information & Technology, Belridge Secondary College

2016 - 2017

REFEREES

References available on request.