

# Peter Ghanem

SOFTWARE DEVELOPER

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## Summary

Versatile software developer with full-stack expertise, specializing in scalable user experiences and API design. Strong frontend foundation complemented by backend system design skills to build high-performance applications. Proven leader with exceptional interpersonal skills in cross-functional collaboration, driving innovation, mentoring teams, and delivering projects fast. Fluent in English, French, and Arabic.

## Technical Skills

### LANGUAGES

**Proficient:** JavaScript, TypeScript, Java    **Familiar:** GraphQL, SQL, Python

### FRAMEWORKS & TECHNOLOGIES

**Frontend:** React, Redux    **Backend:** REST, GraphQL, Node.js, Microservices    **Databases:** MySQL    **Cloud & Infrastructure:** AWS, Docker

## Work Experience

### Software Developer III (Team Lead) | Jostle

#### Software Developer II

REACT, REDUX, TYPESCRIPT, JAVA, GRAPHQL, DOCKER

Jan. 2023 – Present

May 2021 – Jan. 2023

Vancouver, Canada

- Led and mentored a team of developers, providing guidance and unblocking technical challenges through the development process.
- Architected and led development of Collections UI, a unified approach to displaying list-type data, showing technical leadership.
- Refactored React code injection logic in GWT wrappers, improving efficiency and responsiveness by up to **500%** over extended sessions.
- Led complete Search interface rebuild, delivering a modern search experience resulting in **30%** improvement in user engagement.
- Built a sign-off CTA for the News Viewer, allowing users to confirm article viewing, with exportable analytics for system administrators.
- Audited and rebuilt unit tests for all React components, increasing coverage by up to **20%** in areas previously thought to be covered.
- Worked with teams to identify, troubleshoot, and fix complex bugs, ensuring seamless functionality and system stability.

### Software Architect | Ensemble Systems

#### Software Developer

REACT, NODE.JS, JAVA, REACT NATIVE

Apr. 2020 – May 2021

Apr. 2019 – Apr. 2020

Vancouver, Canada

- Built media streaming applications using React and React Native, delivering responsive Netflix-style user experiences for Roku.
- Implemented JavaScript automation scripts to streamline conversion of Adobe InDesign documents into responsive HTML pages.
- Architected and implemented Java integrations for Adobe CMS, enabling seamless data synchronization with third-party systems.
- Acted as Software Architect, designing and building scalable, customized solutions tailored to client needs.

### Software Developer Intern | iSpace Lab

C#, UNITY, CINEMA 4D

Dec. 2017 – Aug. 2018

Vancouver, Canada

- Built an immersive Unity VR game, optimizing checkpoints, models, and scripts to create awe-inducing experiences for academic research.

### QA Lead | Finger Food Studios

#### Software QA Analyst

SELENIUM WEBDRIVER, PYTHON

Apr. 2015 – May 2016

Feb. 2014 – Apr. 2015

Vancouver, Canada

- Automated testing and comprehensive QA across web, mobile, and emerging platforms including Xbox and Microsoft HoloLens.

## Technical Activities

### Primo Portfolio

REACT, EMOTION CSS

[peterghanem.com](https://peterghanem.com)

- Developed a responsive open-source digital resume featuring a two column mobile friendly design and re-usable content components.

### Road.io

REACT NATIVE, OPENAI API, SPOTIFY API

[bit.ly/roadio](https://bit.ly/roadio)

- Developing an AI-powered road trip music app that curates playlists using subtle factors such as location, weather, and destination.

### natureQuest (2nd Place Winner - VanHacks)

REACT NATIVE, NODE.JS, SQLITE

[bit.ly/vanhacks](https://bit.ly/vanhacks)

- Developed an app to engage users in supporting BC Parks through volunteering, donating, issue reporting, and leaderboard competition.

## Education

### The University of British Columbia

BACHELOR'S DEGREE IN COGNITIVE SYSTEMS

Sept. 2015 – Feb. 2019

Vancouver, Canada

**Relevant Coursework:** Data Structures & Algorithms, Software Construction, Propositional Logic, Models of Computation