

Peter Ghanem

SOFTWARE DEVELOPER

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Summary

Versatile software developer with a strong front-end foundation, seeking new opportunities to expand full-stack capabilities. Passionate about solving complex challenges and creating seamless user experiences, with a proven track record of leading teams and delivering projects on time. Exceptional interpersonal skills enable collaboration and drive technical innovation. Fluent in English, French, and Arabic.

Technical Skills

LANGUAGES

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

FRAMEWORKS & TECHNOLOGIES

Web Development: React, Redux, Jest, HTML, CSS **Databases:** MySQL **Cloud Services:** AWS S3

Work Experience

Jostle | Team Lead - Software Developer

REACT, REDUX, TYPESCRIPT, JAVA, GRAPHQL, DOCKER

Vancouver, Canada

January 2023 - Present

- Led and mentored a team of developers, providing strategic guidance and unblocking technical challenges through the development process.
- Architected and led development of Collections, a unified platform approach to displaying list-type data, demonstrating technical leadership.
- Refactored React code injection logic in GWT wrappers, improving efficiency and responsiveness by up to **500%** over extended sessions.
- Led UI team's complete Search interface rebuild, working with design, back-end, and executives to deliver a next-generation Search experience.

Jostle | Software Developer

REACT, REDUX, TYPESCRIPT, JAVA

May 2021 - January 2023

- Implemented a sign-off CTA for the News Viewer, allowing users to confirm article viewing, with exportable analytics for system administrators.
- Developed a reusable file upload block for the News Editor, integrating seamlessly with the existing drag-and-drop block editing system.
- Audited and rebuilt unit tests for all React components, increasing coverage by up to **20%** in areas previously thought to be covered.
- Collaborated across teams to identify, troubleshoot, and resolve complex bugs, ensuring seamless functionality and improving system stability.

Ensemble Systems | Software Developer

JAVA, NODE.JS, REACT, REACT NATIVE

Vancouver, Canada

Apr. 2019 - May 2021

- Created Java back-end connectors for Adobe CMS, and wrote JavaScript plugins for automating Adobe InDesign to HTML conversion.
- Built full-stack media applications using React and React Native, delivering Netflix-style user experiences.
- Acted as Technical Architect, designing scalable and customized Adobe CMS solutions for clients.

iSpace Laboratory SFU | Co-op Software Developer

C#, UNITY, CINEMA 4D

Vancouver, Canada

Dec. 2017 - Aug. 2018

- Developed an immersive Unity VR game, optimizing checkpoint systems, models, and scripts, while creating awe-inducing user experiences.

Finger Food Studios | QA Lead & Software Engineer in Test

SELENIUM WEBDRIVER, PYTHON

Vancouver, Canada

Feb. 2014 - Aug. 2016

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

Technical Activities

natureQuest (2nd Place Winner - VanHacks)

REACT NATIVE, NODE.JS, SQLITE

bit.ly/35p43fn

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

crowdpleaser.io

JAVA, REACT, SOCKET.IO, SPOTIFY API

bit.ly/2ScgfNL

- Developed a mobile friendly web app for song requests, intended for use at events or parties and inspired by Jackbox.tv.

Education

The University of British Columbia

B.A. IN COGNITIVE SYSTEMS

Vancouver, Canada

Sept. 2015 - Feb. 2019

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