Peter **Ghanem**

SOFTWARE DEVELOPER

306-4028 Knight St, Vancouver, British Columbia, V5N 5Y8, Canada

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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 Engineer II | Together
Apr. 2025 – Present
REACT, REDUX, TYPESCRIPT, GRAPHQL, DOCKER
Vancouver, Canada

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Software Developer III (Team Lead) | Jostle
Jan. 2023 – Apr. 2025
Software Developer II
May 2021 – Jan. 2023
REACT, REDUX, TYPESCRIPT, JAVA, GRAPHQL, DOCKER
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.
- Led complete Search interface rebuild, delivering a modern search experience resulting in **30%** improvement in user engagement.
- Refactored React code injection logic in GWT wrappers, improving efficiency and responsiveness by up to **500%** over extended sessions.

Software Architect | Ensemble Systems
Apr. 2020 – May 2021
Software Developer
Apr. 2019 – Apr. 2020
REACT, NODE.JS, JAVA, REACT NATIVE
Vancouver, Canada

- Built media streaming applications using React and React Native, delivering responsive Netflix-style user experiences for Roku.
- Architected and implemented Java integrations for Adobe CMS, enabling seamless data synchronization with third-party systems.
- Promoted to Software Architect, designing and building scalable, customized solutions tailored to client needs.

Software Developer Intern | iSpace Lab
Dec. 2017 – Aug. 2018
C#, UNITY, CINEMA 4D
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
Apr. 2015 – May 2016
Software QA Analyst
Feb. 2014 – Apr. 2015
SELENIUM WEBDRIVER, PYTHON
Vancouver, Canada

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

Technical Activities

Primo Portfolio
peterghanem.com
REACT, EMOTION CSS

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

Road.io
bit.ly/roadio
REACT NATIVE, OPENAI API, SPOTIFY API

- 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)
bit.ly/vanhacks
REACT NATIVE, NODE.JS, SQLITE

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

Education

The University of British Columbia
Sept. 2015 – Feb. 2019
BACHELOR'S DEGREE IN COGNITIVE SYSTEMS
Vancouver, Canada

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