

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

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

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.

Co-op Software Developer | 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

- 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

- 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

- 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