

Peter Ghanem

SOFTWARE DEVELOPER

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Summary

Versatile software developer with expertise across the stack, specializing in scalable systems, seamless user experiences, and API design. Strong frontend foundation paired with backend problem-solving skills to build high-performance applications. Proven leader with exceptional interpersonal skills, driving innovation, mentoring teams, and delivering projects on time. 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.

Technical Architect | Ensemble Systems

Software Developer

JAVA, NODE.JS, REACT, REACT NATIVE

Apr. 2020 – May 2021

Apr. 2019 – Apr. 2020

Vancouver, Canada

- 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.

Co-op Software Developer | iSpace Laboratory SFU

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 Engineer in Test

SELENIUM WEBDRIVER, PYTHON

Apr. 2015 – May 2016

Feb. 2014 – Apr. 2015

Vancouver, Canada

- Automated web app 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

B.A. IN COGNITIVE SYSTEMS

Sept. 2015 – Feb. 2019

Vancouver, Canada

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