Peter **Ghanem**

SOFTWARE DEVELOPER

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Sum**mary**

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.

Tec**hnical 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

Wor**k Experience**

Team Lead | Jostle   *January 2023 - Present*
Software Developer   *May 2021 - January 2023*
REACT, REDUX, TYPESCRIPT, JAVA, GRAPHQL, DOCKER   *Vancouver, Canada*

- Led and mentored a team of developers, providing strategic guidance and unblocking technical challenges through the development process.
- Architected and led development of Collections UI, a unified platform 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.
- 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   *Apr. 2019 - May 2021*
JAVA, NODE.JS, REACT, REACT NATIVE   *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.

iSpace Laboratory SFU | Co-op Software Developer   *Dec. 2017 - Aug. 2018*
C#, UNITY, CINEMA 4D   *Vancouver, Canada*

- 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   *Feb. 2014 - Aug. 2016*
SELENIUM WEBDRIVER, PYTHON   *Vancouver, Canada*

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

Tec**hnical Activities**

natureQuest (2nd Place Winner - VanHacks)   *bit.ly/35p43fn*
REACT NATIVE, NODE.JS, SQLITE

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

crowdpleaser.io   *bit.ly/2ScgfNL*
JAVA, REACT, SOCKET.IO, SPOTIFY API

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

Edu**cation**

The University of British Columbia   *Sept. 2015 - Feb. 2019*
B.A. IN COGNITIVE SYSTEMS   *Vancouver, Canada*

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