Rakan Shaker

Software Engineer

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Professional summary

Results-driven Software Engineer with 4 years of experience in developing and maintaining software solutions. Skilled in problem-solving and adapting to new technologies. Played a key role in a major project to migrate multiple legacy systems to AWS. A good communicator who can effectively collaborate with cross-functional teams to deliver high-quality software solutions.

Employment history

EAB | Associate Software Engineer | Remote

Jul, 2023 - Present

- Played a pivotal role in rewriting the mission-critical IMM system as part of 'Project Catalyst,' a large-scale migration to an AWS cloud infrastructure.
- Serve as the designated Subject Matter Expert (SME) for 2-3 core systems, including the IMM, providing essential development, maintenance, and team guidance.
- Authored and maintained a critical frontend script that empowers over 100 marketers to build and launch landing pages with greater speed and autonomy.
- Developed and managed AWS resources and robust codebases in alignment with company best practices for accessibility and cloud standards.

EAB | Associate Frontend Engineer | Remote

Jul, 2021 - Jul, 2023

- Stayed updated with the latest frontend technologies and trends to contribute innovative ideas and solutions to the team.
- Developed and maintained innovative, user-friendly and accessible frontend applications using HTML, CSS, and TypeScript frameworks like React.
- Collaborated with designers and product managers to implement UI/UX designs and functionalities
- Assisted in the development and implementation of frontend best practices and coding standards to ensure high-quality and efficient code.

Bandit | Software Engineering Intern | Remote

Feb, 2020 - Jul, 2021

- Collaborated with cross-functional teams to identify and address software issues quickly and efficiently.
- Assisted in the development and implementation of software applications, modules, and components to meet Bandit's business needs and requirements.
- Worked closely with senior software engineers to learn and apply best practices in software development

Youvisit/EAB | Senior VFX Designer | Remote

Jan, 2020 - Jul, 2021

- Collaborated with cross-functional teams to develop, design, and produce high-quality visual effects for virtual reality experiences.

- Stayed up-to-date on the latest trends and technologies in the field of visual effects and virtual reality, and provide recommendations for implementing new techniques or tools that can enhance the quality and impact of our virtual reality experiences.
- Lead and mentored a team of VFX designers to ensure the consistent delivery of high-quality visual effects for virtual reality experiences

Youvisit/EAB | VFX Designer | New York City

Jan, 2018 - Jan, 2020

- Collaborated with the creative team and software engineers to create cutting-edge content for virtual reality experiences.
- Collaborated with the VFX supervisor to create and implement cutting-edge visual content for virtual reality experiences, pushing the boundaries of what is possible in the medium

Youvisit | Cinematographer | New York City

Jan, 2016 - Jan, 2018

- Developed and maintained a comprehensive media library of footage for future productions and marketing materials in cutting edge 360 video.
- Created visually compelling and innovative cinematic experiences that capture the essence of the employer's brand and engage viewers.
- Collaborated with a creative team to develop innovative visual concepts for cutting edge 360 video productions.
- Stayed up-to-date with the latest trends and technologies in cinematography, including 360 video, to ensure the employer's productions are at the forefront of the industry.

Education

Florida State University, Tallahassee, FL | Bachelor's of Fine Arts in Motion Picture Production

May, 2008 - Dec, 2012

Graduated magna cum laude.

Guided Mentorship Training Course, New York City | Software Engineering

Jan, 2019 - Present

Created and co-designed a program to take my initial HTML and CSS knowledge to a post-grad software engineer level. Created small projects under the guidance of the director of engineering and a senior engineer to make a transition into software possible.

Technical Skills

Languages & Frameworks:
TypeScript, JavaScript, Python, Node.js, React, HTML5, CSS3

Cloud & Backend:
AWS (Lambda, API Gateway, S3, DynamoDB, RDS, CloudFormation), RESTful API Design, Serverless Architecture, Microservices, CI/CD (GitHub Actions, Jenkins)

Frontend:
React (Hooks, Context, Component Libraries), Next.js, Responsive Design, Web Accessibility (WCAG 2.1), Frontend Testing (Jest, React Testing Library)

Data & Pipelines:

ETL pipelines, Data Modeling, Cloud-native data storage (S3, DynamoDB, RDS), Logging & Monitoring (CloudWatch)

Tools & Dev Practices:

Git, Agile/Scrum, Jira, VS Code, Postman, Docker, Unit Testing, Code Reviews, Cross-team Collaboration