

Sher Sheikh

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SKILLS

Languages & Software: JavaScript, Node.js (Express.js), React, Redux, TypeScript, Context API, MongoDB, jQuery, HTML, CSS, SASS, Tailwind, REST APIs, GraphQL

Tools: Git, Unit Testing (Jest, React Testing Library), Linux, Webpack, Redis, Jira, Confluence

Processes: Agile, Scrum, Kanban

EXPERIENCE

Scotiabank

Toronto, ON (Remote)

Senior Software Developer

May 2024 - Present

- Leading a team of developers on the Product Onboarding Core Team.
- Consolidating multiple Scotiabank onboarding flows into a unified monorepo to enable multi-product onboarding, reducing costs and minimising customer friction.
- Revived and scaled a dormant reminder email system, significantly reducing database query time by 97% and optimising memory usage, now serving emails to thousands of customers daily.
- Enhanced Express.js practices for improved code readability, reusability, and flexibility.

Software Developer

Apr 2022 - May 2024

- Improved the customer contact centre experience by replacing legacy systems with a modern tool built on the MERN stack, ensuring employees and advisors could better assist customers.
- Contributed to the development of Scotiabank's new investment product onboarding platform, modernising the process for customers to open various investment accounts.
- Conducted interviews and facilitated seamless onboarding for new team members, ensuring their quick integration, understanding of processes, and comfort with our codebase.
- Regularly assumed the role of release captain, responsible for securing QA and application security approvals and orchestrating production deployments.
- Conducted post-deployment log monitoring to identify and address any potential bugs or issues.
- Maintained code quality with comprehensive unit testing and detailed peer code reviews.

Lumber

New York, NY (Remote)

Software Developer

Jan 2021 - Apr 2022

- Developed dynamic e-commerce front-ends using React, Gatsby, Contentful, and GraphQL.
- Collaborated directly with clients to tailor site development solutions to their specific requirements.
- Ensured cross-browser compatibility and responsive design for an enhanced user experience.
- Conducted A/B testing, optimised site speed, and maintained documentation.

COC Games

Remote

Junior Software Developer

Jan 2021 - May 2021

- Developed web version of popular party game Cards Against Humanity with React and Node.js.
- Collaborated using Agile/Scrum with bi-weekly sprints to enhance team efficiency.
- Implemented loading state functionality, created documentation, and unit tested components.
- Configured back-end routes and controllers in Node.js and implemented various components using Context and styled-components.