

# Sidney Thomas - Software Engineer

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## Education (Aug 2024 - Present | Los Angeles, CA)

California State University - Los Angeles | Master in Computer Science

San Francisco State University | BS in Computer Science

(Aug 2021 - May 2024 | San Francisco, CA, USA)

Le Reacteur | Full-Stack Bootcamp (Mobile & Web development)

(Oct 2019 - Dec 2019 | Paris, France)

University of Manchester | (English Language Study)

(Sept 2018 - June 2019 | Manchester, UK)

## Skills

- **Languages:** JavaScript, Python, Java, C/C++, Typescript, HTML, CSS, SCSS
- **Frameworks:** React, React Native, Expo, Node.js, ExpressJS, Bootstrap, TailwindCSS
- **Database Management Systems:** Firebase, MongoDB, MySQL, PostgreSQL
- **Dev Ops and API Tools:** Git, Docker, Postman
- **Cloud:** AWS, Digital Ocean
- **Others:** Agile (Scrum/Kanban), CI/CD (Github Actions), Testing (Jest), REST API, UI/UX Design (Balsamiq), Taiga

## Professional Experience

**Erean Benin** | Database Assistant Intern

(Aug 2018 - Sept 2018 | Cotonou, Benin)

- Enhanced the company's software design process enabling seamless acquisition of client data, improving client satisfaction and decision-making processes.

**Life stages** | Software Engineer Intern

(April 2024 - May 2024 | San Francisco, CA, USA)

- Developed efficient and scalable backend functions in Firebase, utilizing Firebase Realtime Database, Authentication and Cloud Functions
- Ensured real-time data synchronization and integrity within the Firebase database, reflecting user settings and interactions accurately
- Authored detailed documentation for backend functions and database configuration, ensuring ease of maintenance

## Major Projects

**Job Platform WebApp (WorkWaves)** | React, MongoDB, Node.js/Express, Digital Ocean

[GitHub](#)

- Designed with Balsamiq and implemented a Job platform (Full-Stack) using React, MongoDB for database, Digital Ocean for deployment.
- Lead a team of three through Taiga, implementing the functional features and configuring database infrastructure to reduce pages load time.
- Developed functionalities like dynamic filtering, personalized pages, and responsive features to enhance user retention.
- Utilized Jest (Unit Testing) and integrated with GitHub Actions to establish continuous deployment pipelines.

**UNO** | Typescript, TailwindCSS, Node.js/Express, PostgreSQL, Render

[GitHub](#)

- Collaborated in a team of four to deliver a 2-4 player UNO game following the official standard rule.
- Translated low-fidelity wireframes into functional front-end features including: Landing page, Room interface, Game playable interface with the set of cards to be play with as core UNO gameplay
- Styled the front-end leveraging Tailwind's utility-first classes to build robust and appealing frontend.

**2D-Tank-Game** | Java

[GitHub](#)

- Engineered a fully functional 2D-Tank-Game supporting two players with a multithreaded game engine for concurrent game logic.
- Integrated Java's Swing library for a visually appealing user interface, enhancing user engagement.

**Video WebApp (UnivTube)** | HTML, CSS, JavaScript, Handlebars, MySQL

[GitHub](#)

- Constructed a video web app supporting seamless video uploading and playback functionalities.
- Implemented features like video uploads, user comments, and a search bar for content discovery.
- Integrated data fetching capabilities to populate the platform with content, enabling users to access a wide array of videos and engage with the community through comments and discussions.
- Employed designed-schemas, tables and relationship to efficiently manage and store user data, videos, comments, and other essential information, ensuring data integrity and optimal performance for a seamless user experience.

**Traveling MobileApp (Tripizy)** | React Native, MongoDB

[GitHub](#)

- Developed a travel app using React Native and MongoDB for both Android and iOS platforms.
- Collaborated within a team of four, dedicating eight hours a day for a month, to develop a cross-platform native mobile application for both Android and iOS platforms using React Native.

