

Sidney Thomas - Software Engineer

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Education

California State University - Los Angeles | Master in Computer Science (Aug 2024 - Present | Los Angeles, CA)
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, Vercel
- **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

Multi-purpose posting-connection platform (Joobn) | React, SCSS, MongoDB, Node.js/Express, AWS, Digital Ocean [Joobn](#)

- Implemented AWS Cognito for secure authentication and user management, integrating with MongoDB for persistent user data and preference.
- Enhanced application reliability with axios-retry implementation, creating resilient API Calls with exponential backoff retry logic for zero downtime user experience.
- Designed advanced dynamic filtering system with MongoDB aggregation pipelines for location, payment methods, and contact preferences, improving search relevance
- Implemented context-based state management for optimized component rendering and improved application performance

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.

File System | C [Github](#)

- Implemented a File System using only C within the Linux ecosystem.
- Designed and implemented file system interface for file manipulation, directory management, and metadata tracking.
- Ensured efficient data storage and retrieval through low-level read and write functions.

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.

