Skander Ben Mekki Software Developer

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PROFILE

Software engineer with more than four years of experience in backend and full-stack development. I am skilled in Java, Spring Boot, Node.js, React, and building APIs with REST and GraphQL. I focus on designing, developing, and optimizing systems, delivering new features, collaborating with different teams, and enhancing productivity with tools like Cursor AI and Copilot.

PROFESSIONAL EXPERIENCE

Software Developer II, AppDirect - Microsoft Integration Team   07/2021 – present | Montreal, Canada
- **Built automated pipelines across distributed microservices** using **Kafka** to detect and correct data issues, improving reliability and reducing support costs
- **Refactored core microservices and updated dependencies** to address security vulnerabilities, ensuring AppDirect's distributed systems met modern security and reliability standards.
- **Collaborated with product managers and cross-functional teams** to outline requirements, design solutions, and deliver new features that advanced business objectives.
- **Worked across several services built with Java, Spring Boot, React and Node.js** and utilized innovative AI tools like **Copilot** and **Cursor AI** to expedite development cycles and improve overall productivity with the team.
- **Facilitated onboarding and knowledge transfer for new engineers,** enabling faster integration and promoting development best practices across the team.

Software Developer I, Deloitte - Cleverant   03/2020 – 07/2021 | Montreal, Canada
- **Utilized Test-Driven Development (TDD) with C# and Angular** to create dependable software solutions, enforcing maintainability and reducing bugs in production.
- **Developed a single-page internal app using .NET Core Razor**, enabling employees to search, filter, and export personnel records, improving efficiencies to access important data.
- **Improved the platform's authentication system**, resolving mobile login issues and enhancing both security and ease of access
- **Mentored new team members on Git workflows and engineering best practices**, supporting faster onboarding and promoting consistent code collaboration across the team.

Software Developer Intern, Pratt & Whitney   05/2019 – 09/2019
- **Developed an easy to use bug reporting system based in PHP** that improved how bugs were reported and tracked by users while using the software across the platform.
- **Refined SQL and improved our charts loading time by 30%,** smoothing the system response time and improving user-experience.
- **Mentored and onboarded new interns,** providing guidance and support to help them quickly ramp up and contribute effectively to team goals.

PROJECTS

Unity Game, Path to the Ninja   2023 – present
- **Developing a Unity game using C# scripting**, focused on immersive gameplay and interactive user experiences.
- **Designing core mechanics, UI elements, and player interactions**, showcasing creativity, problem-solving, and a strong passion for game development.

Soccer Stats Web Application   2022
- **Contributed to an open-source React app for global soccer club tracking**, implementing features like team management, advanced search, and access to live fixtures and stats.
- **Improved user experience with real-time scores, match timelines, and custom notes**, leveraging MongoDB, Node.js, Express, and styled-components.

EDUCATION

Software Engineering (BEng), Concordia University   2020
- Member of the Institute of Co-op Education

SKILLS

Languages & Frameworks: Java, C#, .NET Core, Spring Boot, Node.js, React, TypeScript, SQL

Architecture & Practices: Microservices, REST APIs, GraphQL, TDD, CI/CD

Tools & Platforms: Kafka, Docker, Kubernetes, Jenkins, Datadog, Splunk, Git, AI-assisted development (Copilot, Cursor, ChatGPT)

LANGUAGES

- French, English, Arabic