

Werner Mans

SENIOR RPG DEVELOPER

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📍 Sunninghill, Johannesburg

PROFILE

Objective, rational & innovative developer with 7+ years of experience in RPG development. I'm fascinated with the analytics and modelling worlds and driven to constantly find new ways to create efficient and maintainable software systems. Having worked closely with a range of different teams and specialities, I've developed transferable knowledge in dealing with technology & people. By utilizing my experience, logic and creativity for problem solving, I strive to excel in my profession.

SKILLS

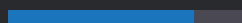
RPGLE (IBMi 7.3)



CLLE



SQL



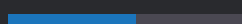
Node.JS



C++



Python



Java (Android Development)



STUDIES

B.ENG COMPUTER & ELECTRONIC | 2010 - 2013
North West University, Potchefstroom

MATRICULATION | 2009
Gimnasium, Potchefstroom

MEMBERSHIP

**GOLDEN KEY INTERNATIONAL
HONOUR SOCIETY** | 2012 - PRESENT
Membership No. 8877 6687

EXPERIENCE

SENIOR DEVELOPER | OCTOBER 2019 - PRESENT
Telesure Investment Holdings, Dainfern
Group Information Technology - 1Life Projects

With the goal of expanding my skills through the exploration of new technologies & languages, I joined the 1Life project's team. Though the main focus is still on back-end RPG development, the objective is to shift to a balanced role as a full stack developer.

Key Responsibilities:

- Support across all products and back-end areas under the 1Life Insurance Pillar
- Enhancement and Business as usual projects for the long-term insurance system
- Resolution of any Business impacting incidents
- General system improvements and enhancements
- Deployment of code changes to production systems
- Provide guidance to junior developers

EXPERIENCE (Continued)

APPLICATION DEVELOPER

AUGUST 2018 - OCTOBER 2019

FNB Life, Johannesburg

I moved to FNB Life as an Application Developer for the opportunity to hone my development skills and to learn the processes of the Bank. I was the main RPG developer for the short-term team and assisted across all other products under the Insurance Pillar.

Key Responsibilities:

- Support across all products under the FNB Life Insurance Pillar
- Enhancement projects for the short-term insurance system
- Deployment of code changes to production systems
- Provide guidance to junior developers
- Code Review

SYSTEMS MANAGER

MARCH 2018 - JULY 2018

Telesure Group Services, Dainfern

I was promoted from a Senior Developer to Systems Manager of the Pricing Deployment department where my focus shifted to people and project management while being able to stay on top of developments in RPGLE. I was still required to do development for the short-term insurance pricing system which kept me close to the technical side of the business.

Key Responsibilities:

- Ensuring all projects and duties of my team are completed accurately and on time
- Prioritization of projects as well as business as usual tasks
- Conduct Performance reviews
- Recruitment of new staff and conducting interviews
- Engage in salary negotiations
- Authorise my team's leave and other HR system claims
- Develop and maintain the RPGLE pricing and monthly renewal modules for the short-term insurance system

SENIOR DEVELOPER

JANUARY 2017 - MARCH 2018

Telesure Group Services, Dainfern

During my time at Telesure I successfully took on several new responsibilities and was promoted to senior developer. The main responsibility was to take sole ownership for the business and value-added products insurance pricing systems and to ensure that all the team's code changes were deployed correctly to the production environments.

Key Responsibilities:

- Support for the short term, business, and value-added products insurance systems
- Developed and maintained the RPGLE pricing modules that determine the premiums for the value-added products and business insurance systems as well as the modules used for the monthly policy renewal runs for both systems.
- Enhancement projects for the short-term insurance pricing system
- Running monthly policy renewals for the value-added products and business insurance systems
- Compiling reports and running analysis on the effect of the monthly policy renewal runs
- Maintaining the DB2 pricing tables for the value-added products, business insurance and short-term insurance systems
- Deployment of the team's code changes to the production environments
- Provide guidance and sign-off on junior developers' work

Key Achievements / projects:

- RPGLE pricing module** – Developed a new pricing module for the business insurance system. This module was a replacement for an older module and was designed to be more accurate and rate on a higher level of detail.
- Optimization of RPGLE pricing modules** – Researched and developed performance improvements for the pricing modules where the SQL formula calculations were replaced with C++ functions which lead to an improvement in processing times of up to 30%.

EXPERIENCE (Continued)

PROGRAMMER

AUGUST 2014- JANUARY 2017

Telesure Group Services, Dainfern

As I started my full-time career in programming at Telesure I was given responsibility for all the processes of the value-added products channel of the business as well as general pricing systems support. In my role it was extremely important to write stable and accurate code as the programs were responsible for calculating premiums and running monthly policy renewals which has a direct impact on the business.

Key Responsibilities:

- Support for the short term, business, and value-added products insurance systems
- Developed and maintained the RPGLE pricing modules for the value-added products system as well as the modules used for the monthly policy renewal runs
- Compiling reports and running analysis on the effect of the monthly policy renewal runs
- Maintaining the DB2 pricing tables for the value-added products system

PROGRAMMER

JUNE 2014 - AUGUST 2014

AEC Electronics, Kempton Park

I was employed at AEC Electronics on a contract basis to design and develop a web interface for their Intelligent Blasting System used in the mining industry. The goal was to enable communication between the electronic blasting units and a web interface to visually present the status of the system before, during and after a blast cycle. The project was successful and delivered on time.

REFERENCES AVAILABLE ON REQUEST