

# Ahmed Wageh

Senior full-stack developer with 7+ years of experience in building scalable, user-centric applications.

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## Work Experience

Web Developer **Klick Health** Jan 2022 — Present

- Architected and led end-to-end development of React applications built with the Gatsby framework, overseeing both frontend and backend implementation. Responsibilities include outlining the work breakdown structure (WBS), testing with Playwright, headless content management system integration (CMS) through GraphQL, and implementing CI/CD pipelines for seamless automation, scalability, and deployment efficiency.
- Collaborated closely with creative, editorial, and quality assurance teams to deliver high-quality and functional outcomes, maintaining continuous communication & clarity throughout the development life cycle.
- Conducted code reviews and provided constructive feedback on GitHub pull requests, fostering a collaborative development environment that adheres to high code quality and standards.
- Hosted knowledge-sharing sessions to enhance the collective developer experience and performance within the team, fostering a culture of continuous learning and improvement.

Web Developer **John St. Advertising** Dec 2018 — Jan 2022

- Spearheaded the end-to-end development of full-stack applications, overseeing architecture design, project scope, and technical strategy to ensure scalability and high performance.
- Established Jamstack websites built on technologies such as React, Gatsby, and GraphQL, facilitating a modern web development approach that leverages serverless architecture, static site generation (SSG), and API-driven workflows for improved speed and maintainability.
- Designed and developed interactive WebGL-based motion graphic platforms, enabling creatives to efficiently produce highly customizable branded content.
- Developed interactive Google Home voice apps, utilizing the API to integrate RSS feeds and speech synthesis markup language (SSML) to generate personalized content for users.

Creative Developer **Tendrill Studio** May 2017 — Dec 2018

- Led the development, optimization, and deployment of mobile and VR games for iOS, Android, and Steam, ensuring high performance, cross-platform compatibility, and engaging user experiences (UX).
- Developed interactive augmented reality (AR) camera content for Facebook's and Google's mobile platforms, utilizing computer vision and 3D rendering to enhance user engagement.
- Worked closely with Facebook and Google developers to optimize their proprietary AR software, contributing to workflow enhancements and innovations in AR technology.
- Designed and developed immersive, high-performance web experiences using HTML Canvas and WebGL, optimizing user engagement, interactivity, and rendering efficiency.
- Led the development of an internal collaboration portal built with React, enabling asset sharing, feedback management, and workflow optimization for 3D artists and creative teams. Implemented interactive user interface (UI) components and RESTful API integrations to enhance usability and team collaboration.

Web Developer & Lab Technician **Sheridan College** Oct 2016 — Apr 2017

- Spearheaded front-end development efforts for an internal web-based booking system, ensuring a user-friendly experience for students.
- Oversee and executed tasks related to laser cutting and 3D printing to meet students' requirements, sanitizing digital files in Adobe Suite and utilizing technical expertise to produce precise, high-quality outcomes.

SSRS Report Developer **WPS Parking Solutions** Jun 2014 — Aug 2014

- Constructed SQL reports that effectively communicates customer metrics to clients, providing valuable insights and facilitating data-driven decision-making.
- Utilized ASP.NET development to optimize user experience to streamline interactions throughout the online platform.

## Skills

### Programming Languages

Javascript (ES6+), Typescript, HTML, CSS, Sass, C#, Python, GLSL, SQL, GraphQL

### Libraries & Frameworks

React, Next.js, Gatsby, Tailwind CSS, twin.macro, styled-components, GSAP, react-spring, Three.js, Node.js, Webpack, Vite

### Tools & Technologies

Git, Github, Jenkins, Acquia, Netlify, AWS, Azure, Vercel, Playwright, Lighthouse, Docker, MySQL, Firebase, Google Tag Manager, Contentful, Strapi, WordPress, Figma

## Selected Projects

### KlickShots

An internal tool for automating website and app screenshots, built with React and Playwright.

### Facebook Filters

A collection of interactive augmented reality camera filters on the official Facebook app reaching 1M+ views

### Boidlings

An award-winning interactive WebGL simulation, honored with the FWA (Favourite Website Award) and showcased by Tendril Studio

## Education

### Sheridan College

Honours Bachelor of Interaction Design

Sept 2013 — Apr 2017