

# TINODAISHE TEMBO

Experienced Full Stack Software Engineer focused on building accessible products for the web.

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## Relevant Experience

Fullstack Engineer • **Stuxweb** May 2023 - Present

- Designed, developed and maintained the company website and webapp using HTML, CSS, JavaScript and React, ensuring a seamless and responsive user experience.
- Collaborated with cross-functional teams to create and implement innovative features, improving user engagement and overall site performance.
- Spearheaded the development and integration of the WOODS token and NFT platform, leveraging Solidity and Ethereum to create a secure and efficient blockchain system.
- Conducted code reviews and collaborated with team members to identify and resolve issues, optimize performance, and maintain best practices.
- Demonstrated leadership in guiding junior developers and interns and providing mentorship to enhance team cohesion and project success.
- Continuously researched emerging technologies and industry trends to identify opportunities for innovation and drive the company's competitive advantage.

Lead Developer Co-op • **ChildLine Hackathon** Oct 2022 - Nov 2022

- Served as the lead designer and programmer for Void Run, a 3D continuous runner game inspired by Temple Run and Crowd Clash, built using Unity3d engine and C#.
- Collaborated with team members to define the game's concept, design strategy, and development timeline, ensuring a cohesive vision and efficient execution.
- Developed and optimized game mechanics, level design, and character animation, resulting in a highly engaging and performance-driven gaming experience.
- Demonstrated strong leadership skills by coordinating team meetings, managing task distribution, and fostering a positive and collaborative team environment.
- Implemented innovative game features and enhancements, consistently seeking opportunities for improvement and staying abreast of industry trends, for example our game used a custom-made rendering pipeline with real time path-tracing instead of the standard Universal Rendering Pipeline (URP) that comes with Unity.
- Actively participated in post-hackathon presentations, engaging with potential stakeholders and showcasing the team's achievements and technical prowess.
- The game went on to finish in the top ten outstanding games of the hackathon.

Product Designer • **Maki Store** May 2022 - July 2022

- Led the UI Design, UX Research, branding and logo design for the company's eCommerce site, ensuring a visually appealing and intuitive user experience.
- Conducted extensive user research and analyzed data to identify user pain points, inform design decisions, and drive continuous improvement.
- Collaborated with cross-functional teams to translate business goals and customer needs into impactful design solutions, aligning with the company's overall strategy.
- Developed and maintained a cohesive visual identity for the brand, including color schemes, typography, and iconography, effectively communicating the brand's values and personality.

## Skills

### Programming Languages

JavaScript, TypeScript, C#, CSS, Sass, HTML, Python, Golang, Solidity, GraphQL

### Libraries & Frameworks

React, Next.js, Tailwind, Express.js, web3.js, three.js

### Tools & Platforms

Git, Github, Vercel, Framer, Unity Engine, Vite, Firebase, Supabase, Figma, Notion, Truffle, Ganache, Npm, MongoDB

## Selected Projects

### Void Run

A game project heavily inspired by Temple Run and Crowd Clash. The game went on to be a finalist in the ChildLine Online Safety Hackathon.

### Rubiks Cube Solver

a reinforcement learning model that can solve the rubiks cube. Built using Python, Pytorch and OpenAI Gym.

### Wordle Clone

a clone of the popular game built using React.

## Education

### University of Zimbabwe

Bachelor of Science In Computer Science

### St Faith's High School

A Levels: Mathematics, Physics, Computer Science, Mechanics

## Interests

anything science fiction, gaming, football, wildlife