
Eli Zibin - Software Engineer

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SUMMARY

Intelligent and intuitive individual with excellent technical skills and leadership capabilities. 4+ years software engineering experience across a variety of technologies. Effective and efficient communicator capable of analyzing and synthesizing complex information. Passionate about learning cutting-edge technologies and sharing knowledge with others.

WORK EXPERIENCE

Software Engineer - React Native Consultant:

January 2018 - Present

Pawprint

October 2018 - Present

Lead Mobile Developer

I'm currently contracting as the lead mobile developer for a startup in the pet industry. With thousands of active users, and a high rating on both app stores, I've been responsible for all aspects of its development and its deployment. This includes high level architectural/technical design, as well as its implementation, collaborating with designers and other back-end developers, and iterating and responding to user-feedback.

Some of its many features include an entire pet management flow, event logging, setting reminders, booking appointments, user invite flows, and both Apple Pay and Google Pay integrations. The app is tested using jest for unit tests, as well as using detox, the e2e testing library for React Native, and is deployed with an automated Fastlane CI setup. The React Native portions of the app are written entirely in TypeScript. I've also built a web dashboard and admin section for veterinary technicians in React for web.

Technologies: React Native, TypeScript, Redux, Redux-Saga, Ramda, Fastlane, REST API's

Cool or Tool?

August 2019 - Present

Sole Developer

I recently also built Cool or Tool?, a construction worksite safety training mobile app that will help make worksites safer, more productive, and friendlier. With daily push-notifications and various types of user accounts (employer/employee), it serves videos, images and carousel assets in the form of a daily quiz app where users earn badges for completing each level.

I was responsible for the entire technical design and implementation of the backend and the app itself including things like data modelling, api design, deployment and implementations according to the technical requirements of the project. The front-end is written in TypeScript and uses Expo. The back-end runs Ruby on Rails deployed on Heroku with daily workers.

Technologies: React Native, TypeScript, React Hooks, Expo, Ruby on Rails, REST API's

Smashball Trainer
Sole Developer**June 2019 - November 2019**

Smashball Trainer is a mobile app for teaching Smashball for educators which provides expert lesson plans with lots of video to make running a practice or gym class easy and fun. The app is built with React Native using Expo and Typescript. It caches and serves all video content offline allowing educators to use the app in places often with poor wifi, like gymnasiums. The app provides all the content and resources an educator would need to run a class.

Technologies: React Native, TypeScript, Expo, React-Navigation, Internationalization

VINEBOX
Front-end Developer**June 2019 - Present**

I work part-time for VINEBOX on their Shopify websites. Here I've implemented new product pages from Zeplin designs, optimized user checkout flows, enhanced mobile-views for various sections, and in general make tweaks and improvements to existing HTML/CSS/JS.

Technologies: HTML/CSS/JS, jQuery, Shopify, Zeplin

G2i
React Native Developer, Technical Interviewer**January 2018 - Present**

Previously, I worked on React Native applications for clients alongside the premier talent agency G2i. G2i provides talented engineers to companies and is an Expo-recommended consultancy. I worked with two NYC start ups:

At Playven, I was the mobile developer for their React Native application. Here I automated the deployment toolchain using Fastlane, Circle CI, and CodePush, refactored the app to TypeScript to reduce bugs and improve the developer experience, set up an automated e2e test suite with Detox alongside Jest tests, and implemented numerous other features and improvements such as: promo codes and app sharing, configuring Firebase Dynamic Links and push notifications, a websocket messaging feature, improving the onboarding and sign up flow, adding analytics middleware and crash reporting, and increased developer velocity through numerous refactors, code consolidation, and other best practices.

At Axle Travel, I helped improve their mobile app's sign up and onboarding flow by adding a Twilio-based SMS login flow. I also quashed existing bugs, and automated the deployment toolchain using Circle CI, Expo OTA updates, and release channels. I also prototyped a React Native Web application as they pivoted to a new business strategy.

I still regularly help G2i with their technical vetting process, wherein I conduct technical interviews with prospective contractors, and regularly review their code for the code-challenge aspect of becoming a part of the collective.

Technologies: React Native, Typescript, Jest, Circle CI, Fastlane, REST API's

Software Engineer - Latero Labs:

April 2016 - January 2018

At Latero Labs I worked on a variety of client and internal projects primarily using React Native and Ruby on Rails. The React Native projects involved the entire development process from collaborating on software design and its implementation, from front-end design prototyping to creating pixel-perfect UIs, as well as automating the deploy chain, writing specs, and keeping up to date with all the latest trends and libraries within the React Native ecosystem. The primary project I worked for over a year was in the FinTech industry.

The Ruby on Rails projects involve developing APIs for various services, both external and internal, working on the backend, and writing specs.

Technologies: React Native, Ruby on Rails, REST API's

ARTICLES/TALKS/OPEN SOURCE

Article: *Tips for Continuous Deployments with React Native and CircleCI*

Published on the G2i blog, this article talks about integrating React Native with Circle CI, and talks specifically about some of the more difficult aspects/gotchas of implementation. It seems to receive ~100 views a week or so.

Talk: *Developing React Native Apps with Reactotron*

I gave a talk on debugging and developing apps with Reactotron at the React Native Vancouver meetup in October 2018.

OSS: Contributor to React Native Touch ID.

Developed and ported original Android support for the library. Although deprecated in support of Expo unimodules, the library still sees download numbers of ~40k/month.

EDUCATION

CodeCore Developer Bootcamp

January - April 2016

Full Stack Web Development Certificate

Project Manager of the weekend hackathon group project to create an alumni web app

University of British Columbia

Sept 2012 - June 2015

Bachelor of Arts, English Literature

Jan de Bruyn Prize - awarded to the most promising student in 17th century studies, 2014

Trek Excellence Scholarship recipient - awarded to students in the top 5 percentile in the Faculty of Arts, 2014

Cumulative GPA: 4.00 based on a 4.30 scale