Sheridan Gomes

+61427163211 | me@sheridangomes.com | linkedin.com/in/sheridangomes | github.com/sheridanzzz | sheridangomes.com

EDUCATION

Monash University   Melbourne, Australia
Master of Information Technology with Distinction   *Mar 2019 – Jan 2021*

University of Newcastle   Newcastle, Australia
Bachelor of Information Technology   *Aug 2014 – Dec 2018*

EXPERIENCE

Software Engineer   July 2024 – Current
Scalene   *Melbourne, Australia*
- Designed and delivered responsive user interfaces using Angular, enhancing user experience and contributing to increased engagement across multiple applications.
- Ensured consistent integration of design elements across projects by adhering to established design systems and best practices, maintaining visual and functional consistency.
- Implemented CI/CD pipelines on Azure DevOps, enabling continuous integration and seamless deployments to Azure Cloud, enhancing reliability and deployment speed.
- Collaborated with Machine Learning and Big Data teams to integrate data-driven functionalities, optimizing data workflows for enhanced system performance.
- Served as Scrum Master, facilitating Agile ceremonies including daily stand-ups, retrospectives, and sprint planning, while maintaining the Jira board to streamline task tracking and coordination.
- Utilized technologies including C#, ASP.NET, Angular, gRPC, Azure Cloud, Azure DevOps, SQL, Git, and other tools essential for building and deploying scalable applications.

Software Engineer   Mar 2023 – Apr 2024
JET Charge   *Melbourne, Australia*
- Architected and implemented responsive user interfaces using React, significantly enhancing user experience, observed through an increase in user engagement.
- Guaranteed seamless integration of design components and upheld consistency across 3 projects by adhering to established design systems.
- Engineered robust backend systems with C# and ASP.NET, focusing on scalability, performance, and security, which supported a 40% increase in system efficiency.
- Conducted unit tests to assure functionality and reliability, reducing bug rates by 25% and thereby bolstering code quality and stability.
- Engaged actively in Agile frameworks, participating in 25+ sprint planning sessions, stand-ups, and retrospectives, leading to a 15% improvement in project delivery timelines.
- Utilized technologies including C#, Azure DevOps, Azure, SQL, Git, MarkoJs and React to manage and deploy scalable applications efficiently.

Associate Software Engineer   Oct 2021 – Feb 2023
Openpay   *Melbourne, Australia*
- Engineered and streamlined the development and testing of new features, enhancing the software development lifecycle and increasing feature deployment speed by 30%.
- Authored reusable and maintainable code that aligned with design systems and programming guidelines, reducing code redundancy by 20%.
- Pioneered the development of innovative software features using a diverse array of programming tools, boosting product functionality and user satisfaction.
- Resolved queries from team members, clients, and stakeholders within an Agile framework, improving communication efficiency and problem resolution by 25%.
- Utilized technologies including C#, Azure DevOps, AWS, and PostgreSQL to deploy scalable and efficient software solutions.

Research Assistant   Mar 2020 – Aug 2021
Monash University   *Melbourne, Australia*
- Focused research on implementing and developing a digital twin of a cloud data centre.
- Developed a 3D model of a cloud data centre and integrated OpenStack APIs for live updates.
- Evaluated the viability of the digital twin against the OpenStack dashboard as a monitoring tool.
- Technologies – Unity3D, C#, OpenStack APIs

Projects

Event Search App | *Swift, Firebase, GitHub* Sept 2020 – Nov 2020
- Developed an event searching app based on location using coreLocation, coreData, mapKit and various iOS libraries.
- Used Firebase to store data on cloud Firestore for ease of access.
- Implemented continuous delivery/integration using GitHub.

Serverless Application | *Javascript, ReactJS, AWS* May 2020 – Aug 2020
- Designed and developed a serverless architecture and framework using AWS.
- ReactJS frontend interacted with a serverless backend that employed Lambda, Dynamodb, S3 bucket and API Gateway to identify and distinguish objects in images and allow image retrieval using tags.

Flight Booking Web Application | *C#, ASP.NET* Sept 2019 – Nov 2019
- Developed a Flight Booking web application using C# ASP.NET MVC and MS SQL Database.
- Implemented External Authentication using Google API, Bulk Email using SendGrid and Maps using Map Box API.

CamTag - Final Year Project | *C#, ASP.NET* Aug 2018 – Dec 2018
- Created a Web App designed on the battle royale theme, but in the real world using a camera to tag people.
- Implemented a database, angularJS, CSS Grids, singalR, Webrtc APIs.
- Created this application in a group of six members, achieving a High Distinction grade with 94 marks.

Publications

- **"Digital Twin of a Cloud Data Centre: OpenStack Cluster Visualisation"**,**Sheridan Gomes**, Adel N. Toosi, and Barrett Ens. In UCC 2021: International Conference on Big Data Computing, Applications and Technologies.

Technical Skills

Languages: C#, SQL, NoSQL, ASP.NET, Python, Javascript, Typescript, HTML, CSS, Java, Swift
Technologies: React, Git, GitLab, AWS, Azure, Docker, Kubernetes, MarkoJs Android/iOS App Development, Unity 3D, PowerBI, MongoDB, Neo4j, Apache Cassandra