

# Jonathan Garibsingh

Alberta, Canada

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Portfolio: <https://jgaribsin.me>

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## HIGHLIGHTS

- 7 years of developer experience, and ongoing volunteer experience within an indie game studio
- Languages: C#, Java, Python, TypeScript, JavaScript, HTML, CSS
- Experience with: AWS, Docker, Kubernetes, GitHub/Git, Self-hosting, Jira
- Comfortable with server development, object oriented programming, databases, and real-time applications
- Works well alongside other developers while also self-driven with the ability to work independently

## EDUCATION & CERTIFICATIONS

### Software Development Diploma

Sep 2023 – Present

Southern Alberta Institute of Technology, Calgary, Alberta

### B.Sc. Computer Science

Sep 2020 – Jul 2022

University of Alberta, Edmonton, Alberta

## WORK EXPERIENCE

### Backend Software Engineer

May 2022 – Jan 2023

Snap & Tow Inc., Edmonton

- Designed, tested and implemented real-time applications and application monitoring using Redis
- Optimised software performance by up to 50%, and reduced business costs by up to 30%
- Maintained and improved legacy code, ensuring it met modern standards
- Developed database schemas and queries in PostgreSQL, ensuring data integrity and performance
- Created internal tools to simplify administrative tasks and quality assurance
- Automated server cleanup, failure recovery and deployment, enabling agile development and reducing developer error

## PROJECTS

### Game Installer

Dec 2023 – Present

DevOps Consultant, Drehmal Minecraft Map

- Developed installer for small indie game, allowing for easy distribution and updates
- Worked with game designers to develop new tools to create and update the game
- Used GitHub to keep code organised, release new versions, and track issues/bug reports
- Quickly scaffolded the project using a modern tech stack, including TypeScript, Vue, and Electron

### Internal Game Design Tool

Sep 2017 – Jun 2020

Solo Developer, Wynncraft

- Developed internal tooling to improve the Item Team's quality of life
- Iterated on original design, added or updated features based on team feedback
- Implemented complex features such as crafting simulation, allowing the team to rapidly prototype unreleased content
- Tracked and organised code updates using source control system (GitHub)
- Scripted creation of base items for lead designers, reducing manual work
- Designed the software in a modular way for ease of development and approachability