Ray Bouhin

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Summary

A passionate software engineer with over 10 years of professional experience in full stack solutions. Specializing in software architecture, I have created extensive software solutions from the ground up for most of my tenure, with a real knack for efficiency and constant improvement.

My deep understanding of computer science and machine level programming allows me to easily adapt to different logical issues and dive into new languages and technologies.

As a leader, I always strive to mentor and ensure an optimal development experience for my teams.

Core Skills

- Javascript/TS, NodeJs
- Vue, React
- Git
- Team Leadership
- Business Logic & Planning
- Code Security

- PHP
- Symfony, Laravel
- Google Cloud / AWS
- Software Architecture
- Deployment & Pipelines
- Email APIs & SMTP

- SQL & Databases
- RabbitMQ, Redis
- Design Patterns
- Linux
- AGILE & SCRUM
- Payment Gateways

- Docker
- Kubernetes
- Code Efficiency
- C/C++, ASM
- OpenAI APIs
- Domains & SSL

Experience

Vertigo Games VR Game Studio

Software Tech Lead & Architect | Full Time | Mar 2023

- Analyzed the (undocumented) existing software architecture, cloud and data solutions of the Springboard arcades department consisting of 12 complex front and backend projects built on VueJs, React, PHP and Symfony, decoded the old and failing financial system built on C# .NET Core, inspecting the implemented Redis, RabbitMQ, Google Cloud Platform, Kubernetes and Docker technologies and discussed their many issues with the team.
- Fixed critical bugs in existing frontend dashboards and corresponding backend APIs, made major improvements for existing infrastructures and optimized poor use of GraphQL queries as well as improving inefficient MySQL and PostgreSQL database structures.
- Developed a complete rewrite of the project's financial system introducing a new frontend, backend, microservices and MySQL database for automatically producing user monthly subscription and usage invoices, new payment gateway with Stripe API, logging transactions and allowing the team to manage financial matters through an interactive dashboard built on PHP, NodeJs and VueJs.
- Led and managed a team of 6 developers including a QA engineer and Kubernetes Cloud engineer while being 100% hands on, making code reviews, recruited and interviewed developer candidates, directly communicating with the project owner planning the next tasks and sales team for their immediate needs daily.
- Engaged in security meetings and discussions with upper management from the parent company and stakeholders, working with tight deadlines and meeting them above expectations.

Eternity The Platform for Commemorating People

Head of Development & Architect | Full Time | Feb 2021 - Mar 2023

- Planned and evaluated the startup project's goals and needs directly with the founders and stakeholders
- Developed the entire core architecture of the software including the cloud solution from scratch using Javascript, VueJs, NodeJs, PHP and AWS, with Github Actions for automatic deployment and unit testing.
- Integrated unique media compression technologies into the platform for content upload, as well as authentication APIs with popular social media websites, payment gateway APIs and QR code generation.
- Recruited and led a team of 5 developers and a QA, managing daily meetings, tasks, code reviews, sprints, deployment and the entire agile process.
- Created extensive documentation of the code architecture and solutions with diagrams to provide current and future team members with a deep understanding of the project.
- Handled explanatory meetings with big potential clients, diving into our good security practices and code safety.

McCann Media Publishing Company

Lead Developer | Contract | Sep 2020 - Feb 2021

- Worked on critical areas of the company's ad management platform for both publishers, advertisers and campaign administrators.
- Developed rewrites of obsolete systems in the codebase, writing advanced new ad monitoring features, fixing critical dashboard bugs and improving the efficiency of existing systems.
- Provided support and assistance with the technical implementation of our software solution to important clients on their websites that are built in various different technologies, making use of my knowledge on a vast amount of programming languages.
- Led a team of 3 developers in the Primis product department of McCann, code reviewing pull requests, ensuring best practices and creating proper documentation of the codebase.

Softwatch B2B Software Solutions & SaaS

Team Lead Developer & Architect | Full Time | Oct 2018 - Sep 2020

- Analyzed the existing, largely undocumented software architecture and the failing software and cloud solutions built on old PHP and plain Javascript and hosted on AWS, deeply studied the data structure, metrics and analytical data collected by the existing C# agent software and complex algorithms used to create performance reports for the client companies.
- Developed a completely new architecture along with frontend, backend, database, cloud and native cross platform application solutions entirely from the ground up with the beta version ready in the span of 3 months single handedly using VueJs, NodeJs, PHP, OVH Cloud, AWS, MySQL and C++ for the native agent app while simultaneously fixing and maintaining issues in the existing solutions.
- Migrated the old databases and performance reports from the old solutions seamlessly with a zero-downtime approach by creating and using advanced migration scripts.
- Created advanced usage monitoring systems that provide reports and feedback with vital information about employee performance and workflow using complex metrics and algorithms, focusing on code efficiency and performance when generating reports in the dashboard.
- Recruited and led the expanded R&D Team, code reviewing, making the standards and maintaining the successful newly developed product.

HIRO Media Media Publishing Company

Full Stack Developer | Nov 2017 - Oct 2018

● Worked on the ad campaign management platform, fixing critical bugs in the dashboard and backend in React, PHP Symfony and MySQL.
● Implemented new features, developed a major ad target audience location component integrating Google Maps and Locations API.
● Mentored 2 backend developers and a frontend developer, being the central point of communications between backend and frontend technologies as a full stack developer.

EvolutionVIP Software Solutions and Hosting Provider

Lead Developer | Contract | Jun 2017 - Nov 2017

● Developed landing pages and entire websites with user authentication and various forms & integrations for major client companies, businesses and firms such as H&O, and Local Police.
● Maintained, fixed bugs and improved existing client web projects coded in languages ranging from Javascript, PHP, Laravel and Symfony to C#, ASP .NET, VBScript, Wordpress and Drupal.
● Worked closely and directly with the company's CEO organizing the tasks at hand on Jira, handled meetings with customers, understanding their software needs.

ILVIEN Technologies Social Media Startup

Software Architect | Contract | Dec 2016 - Jun 2017

● Developed and architected a social platform web application with the ability to create personal profiles and upload stories with images, videos, records and linked articles with comments and sharing features in Javascript, NodeJs, PHP and MySQL, utilizing Android Studio with Java and Xamarin with Objective C for native camera features like filters and implementing the web view for the web application.
● Worked directly with the startup's founder and CEO, helping them with business logic, planning and ideas.
● Managed and directed a web designer and a QA engineer.

Ready Call Center Call Center Solutions

Software Architect | Contract | Dec 2015 - Dec 2016

● Created a mobile web application for managing call center employees and providing them service through the app from the ground up, with various components including a work schedule calendar, sick and leave requests, viewing payslips and contract documents, news and events and more, built using Javascript, PHP and MySQL.

RayNetwork B2B & B2C Software Solutions

Software Architect, Co-Founder | Full Time | Jan 2014 - Dec 2015

● Created and designed software solutions from the ground up for client companies and businesses ranging from promotional landing pages and restaurant ordering websites built in Javascript, JQuery, NodeJs and PHP to native applications and automation tools built on C++, C# .NET and databases in MySQL and MongoDB.
● Handled the company's contracts, negotiating with customers, creating project estimations, meeting with clients and understanding their software technological needs and dealing with human relations.
● Managed and directed an international team of 2 frontend developers, a web designer and a QA engineer.