

Sheridan Gomes

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EDUCATION

Monash University <i>Master of Information Technology with Distinction</i>	Melbourne, Australia Mar 2019 – Jan 2021
University of Newcastle <i>Bachelor of Information Technology</i>	Newcastle, Australia Aug 2014 – Dec 2018

EXPERIENCE

Software Engineer <i>JET Charge Manager: David Farulla</i>	Mar 2023 – Apr 2024 Melbourne, Australia
<ul style="list-style-type: none">Leveraged React to architect and implement responsive user interfaces, enhancing overall user experience.Ensured integration of design components and maintained consistency, adhering to established design systems.Utilized C# and ASP.NET to develop robust backend systems, focusing on scalability, performance, and security.Implemented unit tests to verify functionality and reliability, ensuring code quality and stability.Collaborated within Agile frameworks, actively participating in sprint planning, stand-ups, and retrospectives.Technologies – C#, Azure DevOps, Azure, SQL, Git, React	
Associate Software Engineer <i>Openpay Manager: Grant Donaldson</i>	Oct 2021 – Feb 2023 Melbourne, Australia
<ul style="list-style-type: none">Designed, developed, and tested new features and actively participated in the software development lifecycle.Wrote reusable and maintainable code aligned with the design system and programming guidelines.Developed new software features and demonstrated the ability to utilize multiple programming tools.Worked within Agile framework to analyse and resolve queries of team members, clients, and various stakeholders.Technologies – C#, Azure DevOps, AWS, PostgreSQL	
Research Assistant <i>Monash University Advisor: Dr. Adel Nadjaran Toosi and Dr. Barrett Ens</i>	Mar 2020 – Aug 2021 Melbourne, Australia
<ul style="list-style-type: none">Focused research on implementing and developing a digital twin of a cloud data centre.Developed a 3D model of a cloud data centre and implemented open stack API integration for live updates.Evaluated the viability of the digital twin against the OpenStack dashboard as a monitoring tool.Technologies – Unity3D, C#, OpenStack APIs	

PROJECTS

Movie Review App <i>Java, Netbeans, Android</i>	May 2020 – Aug 2020
<ul style="list-style-type: none">Developed an Android application on Android Studio with functionalities to search, review movies and create user watch lists.Utilized Google Map API and the moviedb API. Used Netbeans for creating REST APIs hosted locally for database operations.	
Event Search App <i>Swift, Firebase, GitHub</i>	Sept 2020 – Nov 2020
<ul style="list-style-type: none">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 <i>Javascript, ReactJS, AWS</i>	May 2020 – Aug 2020
<ul style="list-style-type: none">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 <i>C#, ASP.NET</i>	Sept 2019 – Nov 2019
<ul style="list-style-type: none">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.
- This application was created in a group environment that included six members, achieved a grade of High Distinction 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, Android/iOS App Development, Unity 3D, PowerBI, MongoDB, Neo4j, Apache Cassandra