MAX DUNSMORE
SOFTWARE ENGINEER

📍 Melbourne, VIC, AUS

✉️ maxdunsmore97@gmail.com

📞 0479 050 893

KEY SKILLS

- Mern Stack (MongoDB, Express JS, React, Node JS)
- Typescript
- Docker
- Ci / CD Pipeline
- OpenShift
- SQL

EDUCATION

BACELOR OF INFORMATION TECHNOLOGY
James Cook University
2017 - 2020

PROFESSIONAL TRAINING AT FDM GROUP

- *Professional Skills*
- *SQL*
- *UNIX*
- *OOD Java (3 weeks)*
- *Database Access Java (JDBC/JPA)*
- *Spring Framework*
- *Python*
- *Data Engineering*

REFERENCES

Maxium Riomine
Software Engineer | ANZ
maximrioumine@gmail.com
+123-456-7890

Edward Bristow
Sales Team Lead| FDM
edward.bristow@fdmgroup.com
0061 438 873 216

PROFILE

As a dedicated Software Engineer, I have 2 years of experience with a top Australian bank and a diverse background in software development, including corporate, freelance, and academic contexts. I am proficient in JavaScript, React, Node API, Express JS, CSS/HTML, MongoDB, and Java.

WORK EXPERIENCE

Full-Stack Engineer - ANZ Payments   2021 - 2023

Utilized the Mern stack in Payments App Centre (PAC) framework to host and build applications.

- Managed PAC services: workflow, SDK functions, and role-based access.
- Implemented features such as notification pagination, and SDK functions.
- Introduced grouped NavBar, Shadow DOM, and accessibility features in PAC.
- Led PAC's release stages, performing branch cuts and deployments.
- Troubleshot deployment errors using OpenShift.

Project: PAC Token-API   2021 - 2022

Utilized the Mern stack in Payments App Centre (PAC) framework to host and build applications.

- Allowed the user to select JWE or JWS tokens based on requirements and provided both generation and verification services.
- Implemented role-based authentication to the verification process based on the users' access levels to verify or deny access.

Project: PAC Release Dashboard   2022 - 2023

Designed and executed a project to automate the release process for PAC and its services with a clear UI to reduce human error and increase efficiency of releases.

- Orchestrated automatic Pull Requests for seamless merging, testing, and releasing of branches across alpha, beta, and production stages, while ensuring changelog updates based on commit messages and branch names.

MAX DUNSMORE
SOFTWARE DEVELOPER

📍 Melbourne, VIC, AUS

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LINKS

LinkedIn
https://www.linkedin.com/in/max-dunsmore-89658415a/

DreamState Studios
https://www.dreamstatestudios.com/facedefender

Diabolo 4 Traders
https://diablo4traders.com/

INTERESTS & ACTIVITIES

- Scaling both indoor and outdoor climbing challenges through rock climbing and bouldering.
- Advancing coding prowess through collaborative programming projects and algorithm solving on LeetCode.
- Exploring the outdoors with my faithful companion, Decoda, a British Staffordshire Terrier.

WORK EXPERIENCE

Project: PAC Monitoring Application — 2021 - 2022

Developed and deployed an application to monitor the health of PAC and the services it provides.

- Implemented code to check whether the service is active and that all methods/functions are returning the correct responses.
- Automated all testing and displayed results clearly, resulting in more accurate Business verification Test (BVT) results and increased efficiency of BVTs on PAC by 1000%.

Full-Stack Engineer - DreamState Studios — 2022 - 2023

Utilized Unity to Build a Full-Stack Application called 'Face Defender' Which utilized Argumentet

- Implemented the logic for numerous features such as score multipliers and modifiers as well as the corresponding graphical designs and effects/behavior.

Product Owner / Developer - FDM — 2023 - 2023

Led a 10 member team in developing a full stack MERN maker/checker (Check and approve payments) application with an audit service, utilizing TypeScript and JWT for secure authentication.

- Integrated real-time notifications and data updates via WebSockets for immediate information delivery.
- Leveraged Docker for containerization and established a CI/CD pipeline for efficient code deployment.
- Managed project scope, timelines, and product backlogs, conducted code reviews, and mentored team members, ensuring best coding practices and improved productivity.

Full-Stack Engineer - Diabolo 4 Traders — 2023 - 2023

Integral team member in developing, deploying, and hosting a Diablo 4 trading platform, enhancing in-game item trading.

- Employed MERN stack for scalable and efficient web application development.
- Incorporated WebSockets for real-time communication enhancing user experience.
- Integrated Elasticsearch for swift and accurate in-game item searches.
- Implemented OAuth with Battle.net Authentication for secure user registration and verification.