



WESLEY OLIVER

LEAD SOFTWARE DEVELOPER

EDUCATION

University of Stellenbosch, Stellenbosch,
South Africa

First-year Coursework in
Mathematical Sciences

2005

University of Stellenbosch, Stellenbosch,
South Africa

Bachelor in Mechatronics
Engineering

2006-2010

WORK EXPERIENCE

Lead Software Developer/Engineering + Product
Ownership Robot Early Fault Finding - FEE

Mercedes-Benz / 2021 - 2023

Deliver numerous improvements, new features, and innovative solutions to ongoing development of Just-in-Time (JIS) edge factory for supplier parts, an ETag React App NodeJS App solutions such as EDI integration and Lower Level Reader Protocol (LLRP) Implementation of adaptors for different hardware vendor devices API. Assumed existing POC PHP+MSQL application tasked with making significant performance improvements and enhancements to data richness and data structures to increase reporting accuracy. Targeting 1 year of BigData storage for FFE, 3/4 billion records per plant. Collaborate with peers and leadership teams to ensure project objectives and overall business needs are met · Just-in-Time (JIS) edge factory for supplier parts, acknowledged for writing LLRP protocol implementation which has been running live in Manufacturing production line since September Sep 2021 and many features in our fullstack React App, team of two for Just-in-Time (JIS) edge factory. My total change is 188 of 188 LLRP + 140 of 190 Full Stack git changes in 5 months · Contributed numerous changes to Just in Time Supply (JITS) Edge Factory for supplier parts, stack build on NodeJS, React, Linux OS, Raspberry PI with EDI integration, upgraded to TypeScript 4* and latest compatible React, Multi-form factor device layout scaling, sizing for label and validation feedback, input in CSS, CSS-selectors, flexbox; designed React input control multi-culture (symbols) numerical input and formation validation, effectively overcoming JS quirks of whole and decimal numbers API

✉ wesley.olis@gmail.com

📍 Gauteng, South Africa

SKILLS

- JHTML
- CSS
- JavaScript
- TypeScript
- NodeJS
- C/C++ (MFC |QT)
[CAD/Internals Databases]
- PHP (2-8)
- Java
- Android
- Objective-C
- IOS
- Delphi
- C# ASP.Net 2/4+Core
(TCP/UDP/MQ)
- Visual Basic
- Assembly
- Erlang
- Haskell
- CUDA
- LUA
- ASP
- XML
- WAP
- AWK
- Python
- Banyan



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WORK EXPERIENCE CONT.

BBD Software Engineering

Vodacom / 2019 - 2020

Orchestrated significant challenges such as bug fixing existing code, delivered new features and requirements for backend and frontend of mobile react native application, and ensured OTP injection helper framework for react-native-bridge to aid automatic OTP reading from SMS. Supported full-page and non-full-page workflows by re-shaping components and initiating new navigation handling. Provided guidance to employ queued, persistent state, transaction communications, and processing mechanisms to maintain and persist state across multiple connections and identify corrupt connectivity while communicating between different upstream providers. Directed all aspects of customer permission management, driving business logic journey in react native including selection of chapters dynamically and by following section chapters paragraphs. Recognised for encouraging clients to explore issues in high-level architecture for online and mobile payments by leveraging Vodapay as payment mechanism. Revamped (React) mobile native widget on various levels for Android and IOS to fix, dated OS compatibility, safe failover screens, screen layouts and tweaks, UI/flow improvements and mechanisms of threading, tracking down and resolving auth failing issues in one many upstream system API. Tweaks to a few Backend API in collaboration with app enablement squad to support mobile number selection. Led UI work utilizing flex to attain shrinking/compressing screen layout for small screen form-factor device in conjunction with decreased unnecessary re-rendering and alternative method to sync data to server without explicit saving. Identified issues and delivered resolutions with reactive native flexbox display avoiding keyboard layout view resulting in exceeded scrolling on small screen form factor devices

Software Developer

Redblade Software/ 2018 - 2019

Owned all aspects of updating TS targeting 2.4 to ensure correct building blocks placement/interfaces/meshing/constraint. Development of library for producing mongoose types for TS by utilising builder pattern for type inference aiding methods such as populate and depopulate to devise correct composition of fields and modifiers for final resulting query shape, as well as CRUD operations validations of shapes and types.

PROJECTS

<https://sites.google.com/site/wipro-gamming/Home>

<https://www.linkedin.com/in/wesley-walter-anton-oliver-85466613b/>

SKILLS

- Sequelize,
- Type form
- d3
- c3
- KnockoutJS
- Bootstrap
- ReactiveX
- Drupal
- PLC
- CNC Software
- jQuery