

# STEFAN VOSLOO

## SOFTWARE ENGINEER

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[Portfolio](#) | [Github](#) | [LinkedIn](#)

I am currently a Software Development Engineer at Amazon Prime Video. I have a background in teaching and information science, and extensive experience working in team environments. I bring a multicultural perspective having lived in various countries and am bilingual in Afrikaans. I value clear communication, a positive and supportive environment, and continued learning.

## SKILLS

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**Programming Languages:** JavaScript, TypeScript, Java, Rust, Ruby, Python

**Development Technologies:** React, Node.js, Redux, AWS, Ruby on Rails, Express JS, SQL & NoSQL databases, Jest testing framework, JSON, HTML, CSS, TailwindCSS, SCSS / Sass

**Other technical skills:** Git / version control, RESTful APIs, Data Structures & Algorithms, Debugging, Responsive Design

**Non-technical skills:** graphic design, UX/UI design, teaching, fluent in Afrikaans & English.

## RELEVANT WORK EXPERIENCE

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**Software Development Engineer** | Amazon Prime Video | Jan. 2023 – Present

- Worked on a re-write of the Prime Video TV application front-end in Rust.
- Delivered new features on the TV application working in close collaboration with User Experience teams and Product Managers.
- Worked full-stack on internal metadata management systems including the design of a search interface for audit logs allowing internal customers to trace metadata updates.
- Adapted quickly to new development environments and changing business requirements.
- Participated in the full software development life cycle, including code reviews, source control management, build processes, testing, and contributions to operational excellence.

**Software Engineering Apprentice** | General Assembly | Apr. 2022 – Jul. 2022

- Successfully completed 500+ hours of expert-led instruction for full-stack web development and hands-on learning of computer science fundamentals.
- Completed various projects including a point-of-sale system, an ecommerce website with Stripe integration, and a 2D game written in vanilla JavaScript.

**Software Engineering Self-Study** | Jul. 2021 – Apr. 2022

- Completed 400+ hours of the App Academy Open curriculum.
- Studied Ruby, Ruby on Rails, JavaScript, and SQL.

**Store Manager & IT Support** | Big Joe's – Mossel Bay, South Africa | Jan. 2018 – Dec. 2018

- Developed software tools to maximize the ease of transactions, such as calculating change for cash purchases and recording transactions.
- Supervised two employees in the retail part of this factory/retail establishment.
- Delivered technical support as needed.
- Completed weekly inventory reports and nightly income reports.

## **Computer Science Tutor** | University of Pretoria – Pretoria, South Africa | Jan. 2012 – Jun. 2012

- Led practical classes of 20 students in computer labs explaining programming fundamentals, helping students experiment and understand the concepts.
- Clarified programming assignment requirements to students.
- Assisted students with debugging their code.

## **PROJECTS**

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### **Detti POS** | MERN stack | 2022 | [Github](#) | [Live site](#)

- A point-of-sale system for a small bakery in South Africa.
- Built as a full-stack application with a NodeJS, Express, MongoDB backend, and a React front-end styled with TailwindCSS.
- Group project with two other individuals, where I lead the architectural design.

### **MarketPlace** | MERN stack (TypeScript) | 2022 | [Github](#)

- An e-commerce website that allows customers to save their carts, checkout, and rate and review products.
- Integration with Stripe payments and Firebase Authentication.
- Full stack MERN application built with TypeScript with unit tests in Jest and UI testing in Storybook.

### **Intrvl.** | Express | 2022 | [Github](#)

- A web app for creating interval timers built with NodeJS, Express, and PostgreSQL.
- Uses the Speech Synthesis API to allow users to set custom Text-to-Speech announcements.
- Features unit testing written in Chai and Mocha, a responsive design, and a dark mode toggle.

### **Bodhi's Dreamworld** | JavaScript | 2022 | [Github](#) | [Live site](#)

- A 2D platform game built with vanilla JavaScript, HTML, CSS, and native browser APIs.
- Follows OOP paradigm with loose coupling and shallow inheritance.
- 100% documentation coverage.

## **EDUCATION & CERTIFICATIONS**

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### **Software Engineering Immersive** | General Assembly | Apr. 2022 – Jul. 2022

### **Honours Degree, Information Science** | University of Pretoria | 2017 – 2018

*Awards:* Graduated with Distinction

### **Bachelor of Information Science** | University of Pretoria | 2012 – 2016

*Awards:* Graduated with Distinction

### **Responsive Web Design** | *freeCodeCamp*

### **TKT: Module 3** | *Cambridge Assessment English*

### **TKT: Young Learners** | *Cambridge Assessment English*

### **CELTA Certificate – Level 5** | *International House Johannesburg*

## **COMMUNITY ACTIVITIES**

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### **Academic & Disciplinary Committee** | University of Pretoria – South Africa | Jan. 2017 – Jun. 2017

- Enforced rules at Kiaat Residence, participated in committee meetings, and adjudicated in disciplinary hearings.

### **Graphic Design Volunteer** | Bester Birds & Animal Zoological Park – South Africa | Oct. 2015

- Produced concept art for educational materials and assisted with various tasks around the zoo.