

Mitch Myburgh

Software developer specialising in fullstack app development, I have leadership experience, having taken on the roles of CTO in startups and lead engineer in a large public company.

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EXPERIENCE

Spinach, Canada — Lead Engineer

October 2021 - Present

Spinach is a payment platform providing direct bank payments and buy-now, pay-later services to users of consumables, particularly in the cannabis space. As lead engineer I worked on the technical components of the system and architected our solution. I also communicate with stakeholders and other engineers to produce results.

Lifeist, Canada — Contractor

October 2021 - Present

Lifeist downsized its entire engineering department, I was kept on to maintain the systems on an hourly basis.

Lifeist, Canada — Lead Engineer

March 2021 - October 2021

I was promoted to lead engineer, reporting on engineering progress to the CTO as well as managing the engineering team, including holding one on ones and making architectural decisions. I did this while continuing to handle my engineering tasks.

Lifeist, Canada — Senior Frontend Engineer

May 2019 - March 2021

I was in charge of maintaining and extending the CannMartMD mobile and web apps as well as the backend. This app was a telemedicine app providing users with free consultations. I was the sole developer in charge of this app and released numerous versions and improvements. I was later part of the team that rebuilt the ecommerce site from the ground up using Next.js and Shopify.

Timon, Cape Town — CTO

November 2017 - January 2019

<https://timonapp.com/>

An app where you pay to chat with subject matter experts.

SKILLS

JavaScript (Node.js, Vue.js (including vuex and vue-router), React, Next.js, React Native, Cordova, Express, Redux, MobX), TypeScript, Go, MongoDB, Git, Github, Gitlab, Gitlab CI/CD, Linux, Latex (formatting language), HTML, CSS, jQuery, Shopify, GraphQL, AWS, Netlify, Webflow, Prismic, Segment, SQL (PostgreSQL).

Excellent remote communication skills, due to the fact that all my employment has been remote.

I have experience in leadership, having led small engineering teams in many of my roles.

I have gained experience in user interface design and server deployment and management.

Some experience in Native Android Development and PHP.

Java and Python were the languages of instruction in University so I am experienced in both but have not released anything to production in them.

I was the lead developer and developed the app and backend as well as an admin portal. The app contains payment processing, voice and text chat.

Built Using Golang, VueJS, MongoDB and Cordova.

HOPAPP (pty) ltd, Cape Town — CTO

November 2015 - January 2018

A startup I founded with 2 friends, it was an events and deals social network. It was sold.

I was the CTO and coded the Backend and management console, as well as a large part of the two apps. Included a front facing app and management console for deal owners, as well as a scanner app for POS for redemption of deals. I also built a simplified Reddit-like site for displaying deals as an alternative in VueJS and Golang

OLX, Cape Town — Intern

November 2015 - January 2016

I did a December internship at OLX in 2015/2016, I worked in PHP and on a native Android app.

Opus, Cape Town — CTO

August 2014 - January 2016

A job finding app and the first app I built. Status: shut down.

Built entirely in jQuery, Cordova and the Framework7 css library. Backed by Parse and shutdown when Parse shut down.

AWARDS

Class Medal (Top Student) in Applied Mathematics, second year computer science research project and third year computer science.

Dean's List (2012 and 2013, 2015)

Certificate of Merit in first year Computer Science.

EDUCATION

UCT, Cape Town — Computer Science Honours First Class

January 2016 - December 2016

My honours project was in the use of embedded systems for education and I gained skills in programming C on the Arduino. Some of the courses I took were evolutionary computing, data visualisation, network security, computer vision, ontology engineering, information retrieval, distributed scientific computing, logic for AI and human computer interaction.

UCT, Cape Town — Bachelors degree in Mathematics and Computer Science (Distinction)

January 2012 - December 2015

In 2015 I was awarded a Bachelor's degree in Computer Science and Mathematics with a distinction in Computer Science from the University of Cape Town. I have a large amount of experience in Java and Python as

they were the languages of instruction at UCT.

PROJECTS

Celtic Knotwork Gui — *3rd year research project*

<https://github.com/mitchmyburgh/celtic-knotwork>

February 2015 - June 2015

A Celtic Knotwork creation GUI that outputs a 3d model of the knotwork.
Built in Python.

Playduino — *Honours Project*

<https://github.com/mitchmyburgh/playduino>

https://github.com/mitchmyburgh/arduinoed_website

September 2016 - December 2016

My Honours Project: an investigation of the use of Arduinos in education.
Included a basic C game engine and Arduino powered game console.

Has Science Gone Too Far? — *Game Jam Entry*

<https://noprobsbobs.itch.io/has-science-gone-too-far>

August 2020

A small game I made for a game jam. Using TypeScript.

Last Thing Glitch Does — *Game Jam Entry*

<https://madebymitch.itch.io/last-thing-glitch-does-ltgd-version>

August 2022

A small game I made for a game jam. Using a custom TypeScript engine.

Cardtown — *Game Jam Entry*

<https://madebymitch.itch.io/cardtown>

September 2022

A small game I made for a game jam. Using a custom TypeScript engine.