Etienne Cowley

Senior .NET Engineer

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I started my career as a Software engineer in 2011, working as an intern at MWEB. After which I got an opportunity to work on a Rugby training app using Unity to which I was the sole developer. Early in my career I learned to think innovatively and to solve difficult problems without any professional guidance as I am a self taught programmer, and I had a passion working in Unity as it is quite flexible in its application possibilities. It was during this time that I developed an Augmented Reality Ad application for Honda SA, prior to the launch of their new 9th generation Honda Civic Type R. At the time Unity was still in its early stages and not many companies were using it for developing applications, so after a year working on OutFox and various other applications, I decided to extend my working experience and work at a company called ReturnTrue. There I learned to build web apps using Microsoft's .Net framework, as well as building mobile apps in both Android and Swift for iOS. Because of my experience in working with Unity, the directors at ReturnTrue decided to try out the gaming industry, and we created a game called BallBusta. But due to financial difficulty, the game never launched.

The next company I worked for is called Exlr8 (pronounced as 'accelerate'). Here my experience in working with .Net increased further into cloud based technologies. We build a successful web based framework to help drive small to medium sized companies across South Africa. Part of my work description was to work as a consultant in various client companies, such as Sanlam, Bridge, AllAboutExpert, etc.

In January 2016 I got the opportunity to work at Capitec bank as a Senior Software Engineer through an outsourcing company called PBT, and my duties was to assist in the development of their "paperless" project as well as to help make their card printing service work more efficiently which in turn saved them R20 million a year.

After a year I was requested by Exlr8 to do consultancy at Sanlam for the duration of another year, and worked as part of their SEB (Sanlam Employee Benefits) development team, in order to create a new quoting system for their field consultants.

It was at this point that I was contacted by SA Rugby to restart development on the Rugby training application that I worked on in 2012, which was used during the Rugby 2019 world cup.

Skills

Skill	Rating
C#	●●●●● Excellent
SQL Server	●●●●○ Very Good
MVC	●●●●○ Very Good
Blazor	●●●○○ Good
Xamerin	●●●○○ Good
MAUI	●●●○○ Good
Azure	●●○○○ Average
AWS	●●○○○ Average

Work History

2021-03 - Current
Senior .NET Software Developer, Full Stack
DVT, Cape Town
My duty is to develop various .NET applications for clients. Here I worked a lot in the cloud space with Azure and AWS, as well as new frontend frameworks like Blazor.

2018-03 - 2021-03
Senior .NET Software Developer, Unity3D
Outfox, Cape Town
We relaunched the rugby training app using Unity on which I am the sole developer.

2017-03 - 2018-03
Senior .NET Software Developer, Full Stack
Sanlam, Cape Town
My duty is to develop and maintain a quotation system that is developed as an MVC web application. My role is to be a full stack developer on the project in order to maintain the frontend, application layer and backend.

2016-01 - 2017-02
Senior .NET Software Developer, Full Stack
Capitec Bank, Cape Town
Working WPF on the frontend side of Capitec's banking system.
Maintaining the current code base as well as bug fixing and improving code performance.

2015-03 - 2015-12
Intermediate Software Developer
Exclr8, Cape Town
Doing Web development using MVC 5 and SQL server with Azure.
My duties was maintaining the framework we used to assist in building cloud based web applications, called CloudCore.

2013-04 - 2015-02
Software Developer
Return True, Cape Town
Developer of BallBusta, a multiplayer mobile game played by 2-4 players.
Developer on Specking Studio, a windows based WPF application used to create and edit unit test features using the Cucumber/Gherkin language that promotes Behavior Driven Development (BBD).
Developer on various mobile and web applications for clients and outsourced to AllAboutXpert working on web systems like RES (Resource Engagement System) and PMT (Project Management Toolkit).

2012-03 - 2013-03
Junior Developer
XIBSolutions, Cape Town
Created a 3D mobile rugby training application called OutFox3D using the Unity3D game engine and 3DStudioMax.

2011-09 - 2012-02
Intern Developer
MWEB, Cape Town
Intern developer on a Java based web application system called TAPPs.

Education

2001-01 - 2005-12
High School Diploma
Outeniqua Highschool - George, South Africa