

Jason D'souza

Full Stack Software Engineer

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Summary

Backend and Full Stack Software Engineer with 5+ years of experience building production applications, APIs, integrations, and scalable systems across product-focused engineering environments. Experienced across backend development, authentication workflows, database design, operational support, developer tooling, and both modern and legacy systems. Strong track record collaborating with engineering and product teams to ship features end to end, debug production systems, improve development workflows, and deliver maintainable technical solutions in fast-moving environments. Actively use AI-assisted engineering workflows to accelerate implementation, improve system understanding, support debugging, and improve documentation while maintaining strong technical judgment and code quality.

Skills

Languages & Frameworks

Node.js, TypeScript, JavaScript, React, Express, Python, Golang

Backend & Databases

REST APIs, Authentication & Authorization, PostgreSQL, SQL, MongoDB, Database Design & Normalisation, Integration Workflows, GraphQL

Development Practices

Git Workflows, Agile Development, Debugging & Monitoring, Production Support, System Design, CI/CD, Containers

Experience

ANZx (ANZ)	Melbourne, Australia
Software Engineer	Jun 2023 - Mar 2026

- Contributed to full stack engineering initiatives across backend, frontend, and distributed systems environments.
- Developed and contributed to features in Golang APIs, authentication systems, infrastructure tooling, deployment workflows, and distributed systems concepts.
- Collaborated with engineering teams to improve reliability, scalability, and developer workflows.
- Supported debugging, operational support, and continuous improvement initiatives across production systems.
- Worked with modern engineering practices involving CI/CD, containers, cloud tooling, and platform technologies.
- Used AI-assisted workflows to accelerate implementation, improve documentation, support debugging, and enhance engineering productivity.

Redbubble	Melbourne, Australia
Software Engineer	Jan 2021 - May 2023

- Built and supported APIs, integrations, and application features using Golang, Node.js, React, and Ruby on Rails.
- Developed and maintained production systems across backend and full stack environments for a large-scale global e-commerce platform.
- Identified, championed, and delivered an internal Python automation tool for image cache invalidation workflows, eliminating repetitive manual processes, reducing operational overhead, and improving reliability for large-scale moderation activities.
- Contributed to an internal Product Creator platform with a Golang backend API and React frontend architecture.
- Worked on initiatives to reduce malicious bot activity and improve onboarding security and verification workflows.
- Collaborated closely with engineering, product, and platform teams to deliver scalable, maintainable production solutions.
- Operated across both modern and legacy systems, balancing feature delivery, debugging, maintainability, and operational support.
- Contributed across the full delivery lifecycle, including development, testing, deployment, monitoring, and production issue resolution.

IGNITE

Full Stack Web Developer

Melbourne, Australia

Nov 2019 - Jul 2020

- Developed and maintained custom web applications and client solutions across frontend and backend systems.
- Built production-ready features and integrations using JavaScript, PHP, CSS, and jQuery within a custom WordPress stack.
- Collaborated directly with stakeholders to deliver practical technical solutions under fast-paced agency timelines.
- Balanced feature delivery, debugging, maintenance, and client support across multiple concurrent projects.

Volunteer

Volunteer Code Mentor

Melbourne, Australia

May 2019 - Nov 2021

- Mentored aspiring developers in software engineering fundamentals, debugging practices, frontend/backend development, and problem-solving approaches.
- Assisted learners with technical communication, project structure, and career guidance.

Projects

Esports Commentary Learning & Analysis Project

Ongoing

- Building an AI-assisted learning and feedback platform to help competitive esports commentators and audiences improve communication and analytical skills.
- Designing systems that transform complex, unstructured real-time event data into structured, actionable insights for users across different experience levels.
- Developing educational tooling and AI-assisted workflows that support analysis, learning, and continuous improvement while keeping humans at the centre of decision-making.
- Exploring product and system design challenges around feedback loops, information accessibility, and helping users build expertise over time.

Education

Monash University

2014 - 2018

Civil Engineering • Bachelor of Engineering