

Xhesi 'Jesse' Cekrezi

LEAD SOFTWARE ENGINEER

London, England, United Kingdom

xhesi@outlook.com

KEY SKILLS

Laravel	PHP	JavaScript
MySQL	C# / .NET	
Chrome Extensions	API Integration	
Automated Testing	PHPUnit	
Playwright	Agile	Team Leadership
Problem Solving	Client Management	
Azure		

TECHNICAL STACK

BACKEND	Laravel, PHP, MySQL, C#, ASP.NET MVC, Node.js
FRONTEND	JavaScript, Vue.js
TESTING	PHPUnit, Playwright, Laravel Dusk, k6
TOOLS	Chrome Extensions (Manifest V3), Azure App Service, Azure Functions

PROFESSIONAL SUMMARY

Lead Software Engineer with over 10 years of commercial experience building and maintaining complex web applications. Specialises in council portals and waste management systems with a focus on scalability, accessibility, and efficiency. Proven track record of leading engineering teams, improving public service platforms, managing client relationships, and delivering measurable results.

I am quick at picking up new technologies and pride myself on being a strong problem-solver. I naturally think outside the box, asking a wide range of thoughtful and effective questions to explore different angles and uncover potential solutions. This approach allows me to gather diverse ideas, test them, and communicate solutions clearly.

I stay up to date with the latest technologies and know how to use them safely and responsibly to drive innovation and growth.

EXPERIENCE

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Portal Engineer Lead

JAN 2020 TO PRESENT

- Lead engineer for municipality waste management portals serving millions of users, and for commercial systems including TV dashboards
- Designed and implemented scalable architecture using Laravel and modern JavaScript frameworks
- Spearheaded accessibility improvements and modernisation efforts
- Generated new ideas and initiatives to sell to clients, including moving projects toward a monthly subscription model
- Took charge of departmental financials from concept through implementation and deployment
- Collaborated with cross-functional teams to deliver new features and resolve legacy system bottlenecks
- Mentored junior developers, improving team efficiency and code quality
- Built large automated test suites for client portals, including one with over 1,100 PHPUnit tests and an 88-test Playwright suite run against the test environment
- Tested portals at every level: faked external APIs, route-by-role access matrices, Dusk and Playwright browser tests, and k6 load-test journeys
- Built and maintain the team's Chrome extension, published on the Chrome Web Store: a dashboard of 19 portals with test and live links, environment overlays, test-form autofill and bulk ticket opening, migrated to Manifest V3 and refactored around a single portal config
- Took over a legacy ASP.NET MVC (C#) council waste site after its original developers had moved on, and now maintain it: tracing live bugs through an unfamiliar codebase, removing retired features and shipping versioned releases
- Took a client enquiry all the way to a live service on my own: proposed a standalone API in place of a core product change, ran the scoping call, wrote the specification, estimated and quoted it, then built and deployed it
- That service is a serverless Node.js API on Azure Functions that serves collection calendars to a council's own website: SOAP integration with the back-office platform, strict input validation, key authentication, rate limiting per caller and per property, client-facing documentation and a 50-case test matrix

Laravel • JavaScript • PHPUnit • Playwright • k6 • C# • ASP.NET MVC • Node.js • Chrome Extension • Azure Web Services

AMCS, London

Web Application Developer

JAN 2017 TO JAN 2020

Ezekia, Godalming

- Maintained and enhanced the Ezekia executive recruitment platform built in Laravel
- Developed a Chrome extension to integrate LinkedIn with Ezekia, streamlining recruiter workflows
- Introduced new features that improved platform adoption and user satisfaction

Laravel • Vue.js • MySQL • Chrome Extension

EDUCATION

Kingston University

BSc Computer Science, First Class Honours

2013 TO 2016 | GRADUATED WITH 81% OVERALL

Focus areas: Software Engineering, Databases, UX, Project Management

PERSONAL

I'm passionate about arts and crafts, particularly laser engraving projects that combine precision with creativity. I embrace a DIY attitude towards anything broken, whether it's hardware, software, or systems, believing that with the right approach and resources, nearly everything can be fixed or improved. With YouTube tutorials and modern language models at our fingertips, there's no skill or problem that's truly beyond reach. When I'm not engineering solutions, you'll find me bouldering, exploring sports, or working on various hobbies. I'm a former competitive powerlifter with years of competitive experience.

Laser Engraving

DIY Projects

Bouldering

Former Powerlifter

Sports

NOTABLE PERSONAL PROJECTS

Formality

Clan Home Page at formality.cc

2026 TO PRESENT

- Built and run the live home page for a 250+ member Old School RuneScape clan: roster, profiles, leaderboards, events and announcements
- Integrated Discord sign-in, forum single sign-on, and stats synced from Wise Old Man and TempleOSRS
- Designed 18 scheduled jobs, staggering the heaviest refresh across eight sections to stay under API rate limits
- Delivered an admin panel with roster management, ticket triage, a health dashboard and a browser-based test runner
- Covered the application with 787 automated tests, mocking every external service

Laravel 13 • PHP 8.3 • MongoDB • SQLite • Discord OAuth • Tailwind CSS 4

OSRS Toolkit

Old School RuneScape Hiscores & Calculators

2026 TO PRESENT

- Built a player lookup that proxies the official hiscores and pre-fills every calculator with live stats
- Developed skill calculators for Agility, Mining and Smithing driven by seeded training-method data
- Created a Wilderness Agility profit calculator with level range, lap count and GP goal modes
- Modelled expected-value loot from a drop table, priced against live Grand Exchange data
- Scheduled commands to refresh tracked item prices hourly from the OSRS Wiki prices API

Laravel 13 • PHP 8.3 • SQLite • JavaScript • REST APIs

OSRS Bingo

Team Bingo Tracker for a Discord Community

2026

- Built a team competition tracker where players sign in with Discord and race to complete a shared 35-tile board
- Designed counter, slot-based and self-updating XP tiles, with status computed on read rather than stored
- Added screenshot evidence uploads with an organiser review queue
- Ranked teams by tiles, bonus rows and XP gained since a baseline hiscore snapshot
- Delivered organiser tooling for team drafting, roster management and player impersonation

Laravel 13 • PHP 8.3 • SQLite • Discord OAuth • Socialite

CT Cleaning

Website for an External Cleaning Company

2025

- Rebuilt a static "coming soon" page into a full Laravel site with a black-and-gold brand identity
- Moved contact details into a single config file so the business can be updated without touching markup
- Built a scroll-snap testimonial carousel and animated hero without an animation library
- Delivered a responsive layout with an embedded service-area map

Laravel • Blade • Bootstrap 5 • JavaScript

Clan Management System

Runescape Community Platform

2016 TO 2018

- Designed and built a custom clan management system integrating Runescape, Discord, and forum member lists
- Automated membership management across platforms, ensuring consistency
- Integrated Discord to track activity, including voice chat usage and engagement metrics
- Implemented a Java bot to monitor in-game clan chat, capturing movement and logging damage per member
- Built dashboards to identify top performers, track attendance, and detect potential leaks of event locations
- Analysed 2 years of event data for performance insights and operational security

Java • PHP • APIs (Discord) • Database Management • Analytics

Powerlifting Management System

Final Year Project – Kingston University

2015 TO 2016

- Developed a comprehensive platform for managing powerlifting competitions and competitor results
- Aggregated inconsistent regional data (PDF, Excel, Word formats) into a unified, searchable database
- Built comparison tools to help athletes benchmark against others in their weight class
- Created a competition centre allowing event creation, execution, and automated publishing of results
- Delivered a system that streamlined data consistency and provided a potential replacement for fragmented processes

Awarded 80%+ grade (First Class standard)
