

Abdulmuhaimin Ali

+ (1) 226-224-9609 | abdulali115h@gmail.com | LinkedIn: [abdulmuhaimin-ali/](https://www.linkedin.com/in/abdulmuhaimin-ali/) | GitHub: [Abdulmuhaimin-Ali/](https://github.com/Abdulmuhaimin-Ali/)

EDUCATION

Fanshawe College

Advanced Diploma in Computer Programming and Analysis

GPA: 3.9/4.0

London, Ontario

09/2023 – 04/2026

Relevant Coursework: Databases, Operating Systems, Object Oriented Programming, Web scripting, Web design.

SKILLS

Programming Languages: C++, Java, JavaScript, Python, PHP, HTML, CSS

Frameworks & Technologies: Flask, React.js, Node.js, Express

Databases: SQLite, MongoDB, SQL, PostgreSQL

Development Tools: Git, Docker, VS Code, Postman

EXPERIENCE – Employment

Big Blue Bubble

London, Ontario

QA Engineer - Internship

09/2022 – 02/2023

- Tested mobile games like *Singing Monsters* and *Power Cord*, ensuring smooth performance across phones and tablets.
- Identified and fixed 1-2 critical bugs daily, improving game stability by 20%.
Leveraged tools like Jira to document and report issues, reducing troubleshooting time by 30%.
- Contributed to a 15% reduction in post-release issues, enhancing user experience.

Technical Projects

Hired.Ai (In Progress) | **Full Stack Engineer** | Python, MongoDB, Node.js, Express.js, Typescript, React

- Developing a full-stack job search platform using Node.js, Express.js, MongoDB, and TypeScript.
- Building RESTful APIs for job listings, and search functionality.
- Designing a flexible MongoDB schema to efficiently handle job and user data.
- Utilizing TypeScript for type-safe development across both front-end and back-end.
- Implementing secure user authentication using the JWT (JSON Web Token) standard for session management and authorization.

Game Hub | **Full Stack Engineer** | Typescript, React, Chakra UI, CSS Grid, Axios

- Optimized data management and error handling using React hooks and custom hooks, boosting app stability and reducing errors by 15%.
- Engineered over 15 reusable components, significantly enhancing code maintainability and reducing development time by 20%.
- Designed and launched a high-performance, responsive game discovery website using React, TypeScript, and Chakra UI, driving a 10% increase in user engagement and faster load times.

GitHub Repo: <https://github.com/Abdulmuhaimin-Ali/Game-Hub>

Arduino Ping Pong Game | **C++ Engineer** | C/C++

- Developed a two-player ping pong game in C to enhance programming proficiency and problem-solving skills.
- Engineered paddle control using a rotary switch, with LEDs to dynamically display game elements.
- Programmed ball physics, speed variations, and an automated scoring system for a more engaging gameplay experience.

GitHub Repo: <https://github.com/Abdulmuhaimin-Ali/PongArduino>

Volunteering

Peer Mentor | Fanshawe College

09/2024 – present

Tutoring Computer Programming & Analysis students to help them build their foundations in computer programming.