AIYAZ NOOR

FRONT END / FULL STACK ENGINEER

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I'm a front-end / full-stack developer, proficient with Javascript and, in particular, React.
Portfolio website: https://aiyazn25.github.io/.

Skills

TECHNICAL
ReactJS (2 yrs)
React Native (2 yrs)
HTML5 (3 yrs)
CSS3 (3 yrs)
Bootstrap (3 yrs)
JavaScript (2 yrs)
MongoDB (1 yr)
jQuery (1 yr)
Python (3 yrs)
Java (2 yrs)
C (1 yr)
RESTful API (1 yr)
SVN (1 yr)
Git (2 yrs)
Bash & Linux (1 yr)
Sass (1 yr)
extJS (1 yr)
Jest (1 yr)
Enzyme (1 yr)
Redux (1 yr)
C# (1yr)
.NET (1yr)

Projects

Deck Builder Application
Feb. 2019 to Apr. 2019

• Designed and implemented a ReactJs Single Page Application that allows players of the Yugioh Trading Card Game to rapidly build and test decks.
• Handles fetching, searching through, sorting and viewing card data of 10,000+ cards efficiently.
• Implemented 9+ optimized and modular React components, using React Bootstrap, to build an intuitive UI that is faster in performance than any other similar app.
• Incorporated latest ES6 features, React Hooks, Redux for global state management, redux-thunk middleware for asynchronous tasks, re-select library for memoizing selectors, and Jest & Enzyme for a semi Test Driven Development, to establish a scalable and robust code base.
Link to code: https://github.com/AiyazN25/ygo-deckbuilder/tree/master
Live link: https://aiyazn25.github.io/ygo-deckbuilder/

i3 Institute - Official Website
Jan. 2019 to Current

• Using HTML, CSS, Bootstrap, and JQuery, built a website for a nonprofit organization called i3 Institute, which will be serving 100+ users.
• Gathered requirements from product owner, derived the minimum viable product, and implemented best UX/UI practices to create 20+ pages, responsive to all screen sizes.
Live link: https://i3institute.netlify.com/

InternHub
• Group project where we divided tasks, following Agile & Software Development Methodologies, across multiple Sprints, to develop a centralized Co-Op/Internship web platform.
• Implemented initial front end designs using HTML, CSS, JavaScript, and Material Design. Made app elements such as the navbar styled and responsive.
• Used Django Template Inheritance to organize and reuse code, which reduced 100+ lines of code duplication.

JShell
• Group project where we followed Agile & Software Development Methodologies, using Object Oriented design with CRC cards, UML diagrams, Scrum Meetings, and Product and Sprint backlogs to divide tasks among group members, to develop a mock file system, clone of Bash, purely in Java.
• Implemented a 'Path' class which tracked paths of all other files on the system, reducing the amount of code for other classes such as "mkdir", "cp", etc. drastically, saving the team several days of work.

Employment

University of Toronto
Toronto, ON, Canada
Teaching Assistant - Software Engineering & Computer Science
Sept. 2016 to May 2018

-Taught Data Structures (Stacks, Queues, Trees, Graphs, Linked Lists, etc), efficient Algorithms, recursion, etc.
-Possess strong verbal, communication, & leadership skills to articulate and convey ideas and coordinate group work.
-Conduct live coding and code review sessions using languages such as Python & Java, to solve problems. Taught Object Oriented Programming, UML design, Unit Testing, & Complexity. Demonstrate strong problem solving skills, while following good practices such as keeping code clean, reused, and robust.

Education

University of Toronto
June 2018
BSc Computer Science & Mathematics 2018