

Akbar Zafar

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Languages: Java, TypeScript, JavaScript, SQL, C++, HTML/CSS, Python, VHDL.
Frameworks: Angular, React Native, Flask, Django, Protractor, Selenium, Stripes(Java).
Tools: Git, Jira, Eclipse, Visual Studio Code, Linux, Docker, PostgreSQL, TravisCI, Unity.

Work Experience

Kaleidescape

Jan 2021 - April 2021

SOFTWARE ENGINEER INTERN

Worked in an agile team of 12, utilizing Java, JavaScript, Linux, FFMPEG and PostgreSQL.

- Leveraged FFMPEG and FFPROBE to develop async tools providing image stats of a specified frame
- Implemented a custom MXF/MP4 image-differencing algorithm with region selection for further analysis
- Optimized transcoding pipeline by allowing shorter transcodes reducing operations team idle time by 99%
- Developed a real-time dashboard for applying/previewing custom filters with visualized breakdown of YCBCR color spaces

uOttawa Engineering Outreach

May 2020 - Aug 2020

SOFTWARE DEVELOPER

Worked in an agile team of 8, utilizing Apache Sling, Java, Angular, and PostgreSQL.

- Improved test time by 60% by migrating Selenium tests to Protractor using page object methodologies
- Increased customer engagement by creating a customization feature to support white labeling
- Introduced a region dashboard allowing customers to manage their personal regions
- Restructured backend by refactoring old endpoints into reusable components and implemented unit tests to produce maintainable code

Projects

Moovitt

April 2021

A cross platform product to make moving easier and organized

- A web application built using React Native, AWS Amplify, and DynamoDB
- Centralized user access by integrating Google and Facebook sign-in utilizing Congnito user-pools
- Enabled easy item management by implementing a QR code scanner using expo camera

PricePoint

January 2020

WINNER FOR BEST UIPATH AUTOMATION HACK

A web application to find the best deals for products

- Leveraged UiPath automation and JavaScript to develop a custom web scraper to retrieve best sellers from e-commerce websites
- User-focused Frontend with Bootstrap and handlebars.js for a reactive UX

Explorer Quest

January 2020

Strategic turn based game on Android

- A turn based strategic game in Java on Android with an intuitive UI
- Responsive GUI using animated sprites to streamline user experience

Education

University of Waterloo

Waterloo, ON, Canada

CANDIDATE FOR B.ASC. IN COMPUTER ENGINEERING

Sept. 2019 - April. 2024

Relevant Courses: Algorithms and Data Structures, Digital Computers, Digital Circuits and Systems.