AMIR ALI

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TECHNICAL SKILLS

Languages: JavaScript (ES6+), HTML5, CSS3, C++, SQL, EJS, JSX
Frameworks and Environments: ReactJS, NextJS, NodeJS, Express, SASS, Tailwind CSS, Bootstrap
Databases and Systems: PostgreSQL, Prisma ORM, Firebase, Linux/Unix, Git, Unreal Engine, Autodesk Maya, Spline.Design
Testing: Jest, Mocha & Chai, Storybook, Cypress

EXPERIENCE

HELP NETWORK   12-2021 - 02-2022
An app to help users match with volunteers in their neighborhood and request or offer help with everyday tasks.
Key Responsibilities:
- Designed and implemented the messaging systems and social integration systems, greatly increasing user retention and communication
- Constructed the logic of the network routing system for streamlined web-page transitions
- Built the blueprint of the database architecture and gathered the user data that populated the application

Tech Stack: NextJS, TailwindCSS + DaisyUI, Prisma, React-Query, react-hook-form, Postgres, NodeJS, Express, MapBox, Google Places

SCHEDULER   12-2021 - 12-2021
A single page application that helps schedule and organizes appointments between instructors and students.
Key Responsibilities:
- Created using test driven development with Storybook to ensure each React component integrated and performed without issue
- Extensively tested for bugs and operating speed using Jest and Cypress, ultimately increasing efficiency by 22%

Tech Stack: React, JSX, Axios, HTML, SASS, Node.js, Express, PostgreSQL, Storybook, Webpack Dev Server, Jest, Cypress

PIX   11-2021 - 12-2021
The food ordering manager for Grandma's Creamery, built with a focus on analytics and notifications to the customer and restaurant.
Key Responsibilities:
- Utilized web storage principles to create the shopping cart and order checkout page
- Researched and created a visual style that compliments the clients products, including UI elements and animations
- Using SASS, I constructed the layout design that responsively transitions from mobile to desktop views

Tech Stack: NodeJS, Express, PostgreSQL, Javascript, EJS, SASS

ZENDIKAR   01-2019 - 05-2020
University Capstone Project, a multiplayer virtual reality card game and companion phone application based on the Magic: The Gathering IP.
Key Responsibilities:
- Managed the creation of well structured requirements documents, network diagrams, process flow charts and procedural guidelines
- Presented a robust budgeting and deployment strategy to stakeholders, highlighting benefits of utilizing a multiplayer focus to reach a new demographic of users.
- Implemented communication system between a cloud database, a multiplayer virtual reality Game, and a companion mobile application to the game using RESTful API
- Created a game state engine which handled the network connection between players, allowing for hundreds of concurrent connections

Tech Stack: Unreal Engine, C++, Autodesk Maya, RESTful API, Google Cloud, Android Studio

EDUCATION

Lighthouse Labs   10-2021 - 02-2022
Full Stack Web Development Bootcamp
- Developed a specialization in the PERN and MERN tech stacks
- Gained exposure to Ruby on Rails, NextJS and emerging web technologies
- Integrated core object oriented design principles with JavaScript and React fundamentals to create class based systems

University of Wollongong   01-2016 - 07-2020
Bachelor's of Science in Computer Science
University of Wollongong | Bachelor of Science in Computer Science Jan 2016 - May 2020
- Majored in Multimedia and Game Design
- Coursework in AI logic, Web Design and Computer Graphics
- Achieved 1st place in the Capstone Project Contest