

EBRAHIM MERCHANT

Software Engineering – Front-End Developer

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EDUCATION

Bachelor of Engineering (B. Eng.) Major Software Engineering

Sept 2014 - April 2019

- University of Ontario Institute of Technology (UOIT)
- Specialized in Internet of Things (IoT)

QUALIFICATIONS

- Experience in data structures, algorithms and software design as used in school and personal projects
- Comprehensive knowledge of object-oriented design and languages such as C#, Java and Python
- Highly independent and punctual; able to efficiently manage multiple projects and prioritize tasks
- Strong ability to identify, design and deploy innovative technologies that result in improved systems
- Outstanding ability to resolve complex problems by quickly diagnosing issues and determining effective resolutions

SKILLS

Languages: C#, Java, Python, PHP, JavaScript, TypeScript, SASS and Batch/Bash Scripting

Frameworks: jQuery, React, Angular and Bootstrap

Tools: Jira, Bitbucket, GitHub and Bamboo

EXPERIENCE

Front-End Developer – Bank of Montreal

June 2019 – Present

Worked with Angular, NgRx, Cordova, HTML, Jasmine, Karma and SASS

- Developed a single-page application using Angular to allow customers to modify their alerts preferences for the BMO Mobile App
- Performed Unit testing using Karma and Jasmine to ensure code quality and performance following Test-Driven Development practices
- Collaborated with the back-end developers and solution architect to add push notification features to the mobile application

Game Physics Developer – University of Ontario Institute of Technology

Sept 2018 – April 2019

Worked with Android Studio and Java

- Collaborated with the professor to add features to an existing game for a user experiment
- Developed a physics engine to mimic real life motion of a ball at different levels of friction
- Implemented several game modes as per the requirements of the experiment

Software Analyst Intern - Thales Canada

May 2017 – Aug 2018

Worked with C#(.NET), Microsoft SQL Server, SQLite, jQuery, Bootstrap, AngularJS, Python, PHP, HTML and CSS

- Designed and developed overall architecture and features of web applications to generate configuration files for networking devices
- Created a responsive website using jQuery, HTML, AJAX and PHP to keep track of project progress and features
- Developed a desktop application to estimate costs based on design configurations leading to increased efficiency in the bids process

PROJECTS

Chat Me: *A website to keep in touch with your closest friends and family*

- Made use of several RESTful API's with a mixture of web scraping to gather up to date player statistics
- Created a fantasy football algorithm to predict players ranking and form in the top 5 European leagues
- Using PHP developed an API for other users to get access to the database and use the up to date information

Football's Finest: *A website to provide soccer players statistic for fantasy football purposes*

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