SIBTAIN JAFFERI

PROGRAMMING LANGUAGES

- > C++ (3 years)
- > HTML5 (2 years)
- > Javascript (2 years)
  - o JQuery (1.5 years)
  - o Node.js (8 months)
  - o Angularjs (7 months)
- > Java (1.5 years)
- > C (1 year)
- > CSS3 (1 year)
- > Python (5 months)
- > Ruby (3 months)

EDUCATION Sept. 2013 - Present

University of Waterloo
- > Candidate for Bachelor of Computer Science (Honours) University of Wilfrid Laurier
- > Candidate for Bachelors of Business Administration (Honours)
- > President's Gold Scholarship (95% + average)

HOBBIES & INTERESTS

- > Programming and Logic
- > Web Development
- > Archery, Soccer & Squash
- > Fitness/Working out
- > Poker & Chess

CONTACT

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www.sibta.in

SKILL SUMMARY

www.sibta.in/#resume
- > Superior capacity of understanding and applying new concepts
- > Hard worker, efficient, independent, organized and prompt
- > Deep knowledge of software design practices including modular architecture, common data structures and algorithmic solutions.

EXPERIENCE

Solutions Prototype Developer Manulife (January 2015 – May 2015)
- > Worked in sprints that ranged from 2-4 week
- > Each sprint consisted of coming up with a significant problem that the financial services sector would be likely to face within the next 5-10 years, then presenting a developed solution to this problem
- > Experimented with numerous tech stacks; most frequently used Javascript (JQuery or Angular)/CSS/HTML/Cordova/node.js
  Notable Sprint: **Manutalk**
  - > A specialized banking application with added chat functionality between financial advisors and clients.
  - > Two separate applications were made for both clients and advisors.
  - > Client Application
    Includes general banking screens (transactions, accounts, etc.). The Manutalk screen displays all relevant Financial Advisors. Clicking on a Financial Advisor, leads you to the text chat screen, with options to view the advisor's profile, video chat, or upload files. The video chat has a real time translation feature available for easier communication.

Lead Software Developer Loop - Insidium (May 2015 – August 2015)
www.entertheloop.com
- > Developed out the main features for the front-end application (swipe cards, direction mapping, login, etc)
- > Built the server side code and back end functionality necessary for interaction with maps, photos, and users
- > Technology: Angularjs/HMTL/CSS/Ionic/node.js/Firebase/Cloudinary

DropChat (screenshots at www.sibta.in/#portfolio) Personal Project – In Progress
- > DropChat lets its users create chat groups based on their location.
- > Users specify the radius of their chat by zooming in and out of the main map view; they set the name, number of people who may join, as well as an optional password. Anyone user who walks into this radius can see the contents of the chat.
- > Technology: Angularjs/HTML/CSS/Ionic/node.js/Firebase.

Chamber Crawler 3000 University – CS246 Final Project
- > Simplified rogue-like game with randomly generated dungeons and content
- > 5 unique playable characters. Each presents a different way of interacting with the dungeon.
- > Comprehensively designed game dynamics with numerous types of NPC's ranging from dragon to merchants.
- > Technology: C++, only standard template libraries were used.