

Munaz Rahman

3A Computer Engineering

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EXPERIENCE

SOFTWARE DEVELOPER | SAP, HYBRIS

Sept 2016 – Dec 2016 | Montréal, QC

- Developed new features, fixed bugs and made improvements to Hybris eCommerce platform using Enterprise Java, Spring Framework (Core, MVC), SQL and RESTful Services
- Designed responsive web pages and implemented front-end features using HTML, CSS, JSP, jQuery and Bootstrap
- Performed code reviews, identified improvements and assisted team to write clean efficient code with high standards and quality requirements
- Created technical documentation for changes and additions to Hybris platform

SOFTWARE DEVELOPER | BLACKBERRY

Jan 2016 – Apr 2016 | Waterloo, ON

- Contributed to software architecture design, refactoring and on-going code improvements
- Built and documented an automated Android test suite using Robolectric, Mockito, PowerMockito, JUnit and JUnit
- Used static code analysis tools to reduce issues, optimize processes, prevent bugs and improve code readability
- Performed testing, identified defects and developed software patches

SOFTWARE DEVELOPER | 360 INCENTIVES

May 2015 – Aug 2015 | Whitby, ON

- Contributed modules and enhancements to SaaS-based platforms under ASP.NET / .NET MVC
- Developed RESTful API services and responsive web applications using Node.js, MongoDB, Jade, jQuery, and CSS
- Created a contention-free micro service to sync data between a SQL and MongoDB database using RabbitMQ and Node.js
- Created tests for Node.js services using Mocha and Chai
- Identified requirements, designed new features, estimated development efforts and delivered on product roadmap

RESEARCH

UNDERGRADUATE RESEARCH ASSISTANT

Jan 2017 – Present | University of Waterloo

Assisting in research under Dr. Kai Zeng on video processing algorithm and software development

EDUCATION

UNIVERSITY OF WATERLOO

BASC IN COMPUTER ENGINEERING, HONOURS, 2014 - 2019 (EXPECTED)

Coursework: Compilers, Operating Systems and Systems Programming, Algorithms and Data Structures, Engineering Design with Embedded Systems, Fundamentals of Programming

Awards: Dean's Honours List (1A), President's Scholarship

PROGRAMMING

Proficient:

Java • C# • Visual Basic • HTML • CSS
JavaScript • SQL • MongoDB

Exposure:

C++ • C • Assembly

PROJECTS

Source code available on GitHub

SMART SHELF | HARDWARE

Shelf that tracks product stock

GITHUB VIEWER | IOS APP

iOS app to view GitHub profiles, repositories and activity

KITCHEN IOT | HARDWARE

Remotely control kitchen appliances

SMART MIRROR | HARDWARE

Mirror displaying real-time news, weather and traffic

ROOMIES | ANDROID | NODE.JS

Android app for roommates to share chores, lists and track expenses

MEETR | NODE.JS

Conserve energy by automating thermostats with meeting times

LETS | FIREBASE

WebApp to allow users to create and share events publicly

WATAPP | PEBBLE APP

Pebble app displaying current information about the University of Waterloo

MINECRAFT PLUGINS | JAVA

Plugins that track user stats, enhance gameplay and provide new utilities

NORTON | XBOX 360 GAME

Top-down arcade shooter developed using Microsoft's XNA game studio

ACTIVITIES

Running, soccer, swimming, fitness, hackathons, gaming