

NOMAAN AHMED

🌐 Toronto, ON | 📞 (514) 567-7753 | ✉ nomaan.ahmed.8@gmail.com | 🌐 NomaanAhmed.com

SUMMARY

An upcoming Software Engineering graduate with proven experience looking for a challenging opportunity. A fast learner with strong leadership skills always looking for ways to bring something more to the table.

TECHNICAL PROFILE

Programming:

- **OOP:** Python (Big Data incl. R, AI, ML), C# (.NET Applications), Java (Desktop Applications), C++ (Game Development)
- **Web:** JavaScript/JSX (Raw, ReactJS, GatsbyJS, NodeJS/npm), TypeScript (Raw, Angular), Python (Django), CSS (Raw, Sass), PHP (Raw, Laravel);
- **Mobile:** Swift (iOS Applications), Objective-C (iOS Applications), Java (Android Applications), C# (Cross-Platform Applications - Xamarin)
- **DBMS:** MySQL, MongoDB
- **Version Control:** Perforce (P4V), Git (GitHub, GitLab, BitBucket)

Other:

Experience with Docker, AWS. Big Data & ML Methodologies. Atlassian Suite (JIRA, Confluence, Bitbucket). Unity/3D, Unreal Engine 4. Agile/Scrum.

WORK EXPERIENCE

Tools Programmer

May 2016 - September 2016

Ubisoft Montréal

- End of previous contract resulting in switching to a new team by request of new team lead and recommendation of previous team lead due to performance.
- Development using TypeScript with a MongoDB backend. Version control using Git.
- Implementation of APIs to track user interaction and assess proper use of features.
- Created a tool using NPM & Bower packages to automatically generate documentation for developers' code in Markdown.

Tools Programmer

January 2016 - May 2016

Ubisoft Montréal

- Developed, maintained, and optimized real-time, collaborative tools used in production of AAA titles pre-release and post-release.
- Required high proficiency in C# and WPF. Version control using Perforce.
- Gained experience working in a collaborative development environment. Heavy use of Scrum/Agile with strict deadlines and tight workflows.
- Worked with highly confidential information as titles were unannounced.
- Strict workflow involving not only development but client request and UX adherence.
- Valuable exposure to a team-based environment in which members depend on each other to meet deadlines.

**Engineering Intern
Velan Inc.****June 2011 - September 2016**

- Full-time summer job in a professional engineering environment (as well as continuous extensions of contract for part-time work during the school year).
- Responsible for updating and maintaining an inventory and shipment management database requiring annual overhaul.
- Automated many daily tasks using basic scripts to optimize efficiency.
- Analysis and reporting of chemical processing procedures within an industrial setting.
- Assisted in review and drafting of technical drawings and submission requirements for manufacturing.
- Involved in teamwork and assisted in training of others.

EDUCATION & RELATED COURSES**B.Eng. – Major Software Engineering
Concordia University****Expected: May 2019**

Currently enrolled at the Gina Cody School of Engineering & Computer Science at Concordia University.

- | | |
|---|---------------------------------------|
| • Big Data Analytics & Machine Learning | • Principles of Programming Languages |
| • Artificial Intelligence | • Software Architecture I & II |
| • Computer Graphics | • Software Process |
| • Web Applications | • Control Systems Engineering |
| • System Hardware | • Discrete Math for Computer Science |
| • Operating Systems | • Data Structures & Algorithms |

OTHER (Interests, Accomplishments)

- Multilingual – Fluent in English, French, Urdu and Hindi; conversational fluency in Italian.
- Strong leadership skills - always took on role of team lead in all group settings, often by request of repeat group members.
- Big Data & its applications in Machine Learning/AI.
- Self-taught Apple's "Swift" language and syntax, and rebuilt old app structures to bring them up-to-speed with the changes that came with the introduction of a new language.
- Experience with Adobe Creative Suite and media editing software (Aperture, Logic Pro).
- Familiar with sound and media composition and editing, as well as audio coding formats, compatibility, and compression.
- Consistent honors throughout studies.

VOLUNTEER EXPERIENCE

- | | |
|------|---|
| 2014 | Projet Communautaire de Pierrefonds (Pierrefonds Community Project) |
| 2013 | YMCA Community Volunteer Snowboarding Instructor Charity DJ for Multiple Fundraisers |
| 2012 | Kids Help Phone Travelled to Hawaii to volunteer at the Boys & Girls Club |

END