Rafit Jamil

SOFTWARE ENGINEER

CONTACT

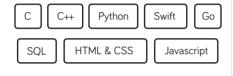
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SKILLS

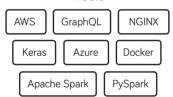
Languages



Frameworks



Tools



Databases



EDUCATION

University of Waterloo

2018 - Present

Software Engineering, B. SE.

Colonel Hugh Heasley **Engineering Scholarship** (\$10 000)

President's Scholarship of Distinction (\$5000)

WORK EXPERIENCE

Maple Leaf Sports & Entertainment (MLSE)

Data Scientist

• Engineered millions of frames of player, scouting and event data for Toronto FC and the Toronto Raptors by creating Python scripts for MySQL and Azure Data Lake interactions

- Created algorithms with Python, MatPlotLib, SciKitLearn and more to identify and classify line-breaking passes, dribble heat maps and other insightful analytics for coaching staff
- Developed a Flask backend, implementing my algorithmns with server-side events to stream and process ADL data in real-time and visualize it using a D3.js frontend server
- Built and trained a connected deep-learning model, an Auto-Encoding model that feeds into an RNN/LSTM model, using Keras to create first-ever match state predictor in MLS, allowing us to use tracking data to predict and classify specific events and complex plays
- Designed Big-Data algorithmns and models on Databricks with Apache ML and PySpark

The Bliss Company

June 2019 - August 2019

May 2019 - August 2019

Full-Stack Developer

- Developed progressive web app for herbal medicine pick-up with 300+ beta users
- Designed and tested responsive frontend with React, Redux and Material UI
- o Introduced Typescript for backend REST calls and interactions to improve debugging and readability of code-base
- Used MongoDB as primary database with Algolia API to optimize search query
- Built Flask micro-server for server-side data collection and analytics

Action CIND July 2016 - August 2018

Lead Web Developer and Graphic Designer

- Led 8 designers/developers to create and maintain charity website using **Sketch**, HTML/CSS, Bootstrap and Javascript
- Used PayPal and Mail Chimp API with MongoDB and Node for donations and mailing-lists

Festive Currents

July 2017 - August 2018

Multi-Media Developer

- Rebuilt website (18 000 visits/yr) with HTML/CSS, JavaScript, Bootstrap and iQuery
- Built interactive, multi-player games such as Simon-Says, Bingo, Connect Four and more with Socket.IO with Node and OpenCV with Flask for 300+ children at opening festival

PROJECTS

Density (7)

Population Density Wifi-Tracking - RU Hacks Winner

May 2019

- Programmed Arduinos to collect wifi-packets and triangulate people positions with C++
- Built a Node.js and React app to show real-time population density heatmaps and analytics

FrameAR (7) June 2019

3D AR Version Control System - ENG Hacks Winner

- Created a custom version-control backend with MongoDB, SpringBoot, JS and Slack API
- Developed a Swift app with AR-Kit to visualize models, commit differences and comments

Gaze (7) August 2019

Real Time Gaze Tracking and Analytics

- Designed a gaze tracking algorithmn through ML and pupil tracking in Python and OpenCV
- Analyzed user-gaze on online adverts using a Flask server with Cassandra and Keras
- Others: Pseudo, Fashionably, Hlp, FlipBook, Edges, Tread, Echo, Pyden