

Rameen Azmee

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Education

University of Toronto

09/2021 – 04/2026

Bachelor of Applied Science - Computer Engineering + PEY, Minor in Artificial Intelligence

- Awards: UofT Scholar (\$6500, May '21), Edward S. Roger Sr. Admission Scholarship (\$2000, May '21)

Technical Skills

Languages: C/C++, Java, JavaScript, Python, HTML/CSS, SQL, Powershell, MatLab, Verilog

Technologies/Frameworks: React, React Native, Express.js, Node.js, Flask, AWS, Google Firebase, Jenkins, GitHub, Docker

Coursework: Algorithms & Data Structures, Operating Systems, Computer Fundamentals, Software Communication & Design

Experience

Full Stack Developer

05/2024 – Present | Remote

Temagami

- Implemented an intuitive user interface using **React Native**, tailored for athletes to display their club and achievements.
- Developed a robust backend with several **RESTful APIs** using **Node.js** and **Express**, utilizing **MySQL** with **CRUD operations** for high-performance **relational** data management, and **Axios** for seamless data retrieval.
- Integrated **Firebase** for real-time data synchronization and user authentication.
- Utilized **AWS Amplify** for seamless integration and monitoring of both the frontend and backend.
- Established a **CI/CD pipeline** with **Jenkins** and **GitHub**, incorporating testing to ensure production-level reliability.

Lead Engineering Educator

02/2022 – 06/2022 | Pickering, ON

Durham District School Board

- **Directed a team** of developers to educate 200+ students for their first experience with programming.
- Utilized block coding programming to teach **software development fundamentals** and **problem-solving strategies**.
- Created a robotics problem set encouraging students to code and build robots to solve real-world like problems.
- Led an introductory **robotics workshop** for educators, engaging over five **STEM teachers** to promote the integration of robotics and software education into the school curriculum.

Projects

Day Planner - Geographical Information System (C++, Glade, Git)

04/2024

- Led a team of 3 engineering students in developing a functional **Geographic information system** application in **C++** that utilizes **OpenStreetMap API** to generate detailed and interactive maps of any chosen city.
- Utilized algorithms such as **Dijkstra's Algorithm** and **A* Search** to determine the **shortest** route for **efficient** navigation.
- Actively discussed algorithms, considering factors such as efficiency, scalability, and feasibility to guide the team toward effective solutions.

Custom Processor (Verilog/Assembly)

04/2024

- Developed a custom processor, complete with its own assembly language, capable of executing multiple instructions such as **mv**, **mvt**, **add**, **sub**, **and**, **ld**, **st**, along with stack operations and conditional branches.
- Utilized **ModelSim** for simulating and debugging the processor on the **DE1-SoC** board.

BlockBreaker (Assembly, C)

03/2024

- Engineered a high-performance block breaker game using **C** and **Assembly** designed for **FPGA's**.

Syllabus Organizer (Python, Flask, SQLAlchemy)

12/2023

- Developed a website that extracts all relevant information from user's course syllabus (important deadlines, grade distributions, etc.)
- Utilized **Flask** to manage user requests and **SQLAlchemy** for user authentication and storing course information

Extracurriculars

Computer Science Club

10/2020 – 06/2021 | Pickering, ON

- Established a school Computer Science learning community, introducing programming concepts in **Python** to students.