Saad Jahanzeb Taj

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sjt00.github.io

TECHNICAL SKILLS

Languages: JavaScript/TypeScript · Python · Java · C
Frameworks: React.js · Node.js · Express.js · MongoDB· Jest
Technologies: Git · HTML/CSS · Redux · Enzyme · Selenium · Pygame · Adobe Animate/Flash

EXPERIENCE

Bentley Systems
Frontend Developer   *January 2020 - April 2020*

- Worked within an agile environment creating customer and developer facing User Interface components using React and Sass

- Designed customizable settings page in a TypeScript framework, enabling better developer feature testing

- Wrote, debugged, and updated unit tests to increase code coverage, via Jest and Enzyme

- Improved software installation speed by 50%, via DOS scripting in PowerShell

PROJECTS

Budgie
github.com/mhyeun/budgie   *MongoDB, Express.js, React and Node.js*

- Collaborated in building a visual budgeting application using MERN stack

- Established basic CRUD operations for user account creation and management

- Implemented backend authentication following REST protocols

Token
github.com/SJT00/Token   *Express.js, React, Node.js, Radar.io, Twilio and Google Maps API*

- Built sobriety tracking application using Radar.io's geolocation API

- Called Twilio API through Node backend to alert user support group on threat of relapse

- Rendered user location through Google Maps API

Portfolio Website
github.com/SJT00/SJT00.github.io   *HTML/CSS and JavaScript*

- Developed a personal portfolio website using HTML5, CSS3 and JavaScript

- Crafted a robust and functional layout using Sass and jQuery

- Established consistent cross platform performance with Bootstrap

Space Invaders Game
github.com/SJT00/NesControllerGame   *Python and Pygame*

- Created a Space Invaders Clone using Pygame library

- Organized and animated sprite visuals corresponding to user input

- Designed a custom NES controller in AutoDesk Inventor, assembled using 3D printing technology

- Programmed Arduino to communicate between controller and game

Two Player Fighting Game
sjt00.github.io/#gamewv   *Actionscript - Flash*

- Built a two-player fighting game using ActionScript Flash scripting

- Streamlined animations and visual effects in Adobe Flash, optimizing them for improved user responsiveness and enjoyment

- Attracted up to 3000 players, while responding to user feedback and requests

EDUCATION

University of Waterloo   *2018 - Present*
Candidate for Bachelor of Mathematics, Honours Mathematics