

SAAD JAHANZEB TAJ

3A Honours Mathematics · (289)-501-2662
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sjt00.github.io

TECHNICAL SKILLS

Languages: JavaScript/TypeScript · Python · Java · C# · C

Frameworks: React.js · Node.js · Express.js · MongoDB · ASP.NET Core · Jest

Technologies: Git · HTML/CSS · Redux · Enzyme · Selenium · Pygame · Adobe Animate/Flash

EXPERIENCE

Bentley Systems

Software Developer

September 2020 - December 2020

- Assisted a multinational team in developing an ASP.NET Core Web application
- Coordinated with User Experience lead to facilitate extensive Interface design
- Added client-side caching to improve performance by a magnitude of 25%
- Provided support by maintaining the existing code base and providing assistance to other colleagues

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

<https://github.com/SJT00/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 the 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

EDUCATION

University of Waterloo

2018 - Present

Candidate for Bachelor of Mathematics, Honours Mathematics