Faiz Qureshi

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Education

University of Saskatchewan	Saskatoon, SK
Major: B.Sc in Computer Science	*09/2017 - 04/2022*

Coursework: Data Structures & Algorithms, Developing Object-Oriented Systems, Artificial Intelligence

Skills

Languages: Python, Java, Javascript, Typescript, PHP, C#
Technologies: React.js, VueJS, AngularJS, Laravel, MySQL, MongoDB, BigQuery, AWS, Bash, Git, Docker, RabbitMQ

Professional Experience

Cadence	Saskatoon, SK
Software Engineer	*04/2022 - Present*

- Architected and implemented a multi-page signup and payment flow using Stripe, resulting in a **15%** increase in new monthly users.
- Developed an intuitive questionnaire UI utilizing user-centered design principles that kept users engaged while collecting vital information, resulting in a **20% increase** in user session duration.
- Led the development of an email reminder engine that increased user retention by **30%**.

Viamo	Saskatoon, SK
Junior Fullstack Engineer	*02/2021 - 03/2022*

- Worked with a cross-functional team to design and implement a user data reporting tool, resulting in improved business decision-making through the generation of crucial insights.
- Implemented a queuing system to efficiently and reliably stream **4 million+** database records into Google Big Query, enabling our team to create key performance dashboards for internal users.
- Spearheaded the research and development of scripts to efficiently comply with **GDPR** regulations by modifying **millions** of user data points across AWS, GCP, logs, and server databases.

Projects

We Build Social Media Site   github.com/SLKQ1/We-Build
- Developed social media platform for developers that facilitates team formation, project management, and progress tracking through leaderboards.
- Implemented a RESTful backend API enabling user data to be stored persistently.
- Integrated AWS S3 to allow users to easily upload and retrieve files.
- Implemented queuing system to reliably collect user votes.
- Utilized: Laravel, MySQL, VueJs, TailwindCSS, Vite, InertiaJS, and AWS S3.

SurfsUp Game   github.com/SLKQ1/SurfsUp-Game
- Developed a multiplayer game inspired by CS:GO surfing using Unity and C#, with a team of 6.
- Designed and implemented UI/UX, and successfully connected clients to the server hosted off-campus.
- Conducted user testing to gather feedback and made necessary improvements to enhance the player experience.
- Won U of S Game Mechanics Competition.
- Utilized: Unity and C#.

Procedural Content Generation   github.com/SLKQ1/Procedural-Generation-
- Program that generates pseudorandom landmass with Perlin Noise and mesh generation.
- Utilized: Unity and C#.

Algorithm Visualization   github.com/SLKQ1/Shortest-Path-Visualization
- Shortest path algorithm visualization tool that finds the shortest path between two points using A*, BFS, or Dijkstra's algorithms.
- Utilized: Python and Pygame.