Nizar Jandal Alrifai

Education

University of Waterloo

Sep. 2019 - April 2024 (expected)

Bachelor of Applied Sciences in Computer Engineering

Waterloo, ON

• Awarded Dean's Honor list twice with an average of 96.5% in 2nd year (Awarded to top 10/160 students)

Technical Skills

Languages: Python, TypeScript, Java, Groovy, C, C++, JavaScript, SQL, R

Web-Dev: Node.js, React.js, Knex.js, HTML5, CSS3, Django, Koa.js, REST API, Bootstrap

Other: Git, Jenkins, Docker, Redis, PostgreSQL, Jest.js, AWS, CI/CD, Maven, Azure, Gradle, Linux, Unix, Jfrog, PCF, Pytest

Experience

Wealthsimple August 2021 – December 2021

 $Software\ Engineer\ Co-op$

 $Toronto, \ ON$

- Used **TypeScript**, **Redis**, **AWS**, **Datadog**, **and Periscope** to reduce latency across the codebase and ensure backend systems that support trading are robust, and can scale to massive user traffic and order volume
- Increased security by 100% and reduced the risk of harmful transactions by designing and developing an internal data transformation tool used across various repositories, utilizing PostgresSQL, and Typescript
- Designed and implemented the backend, schemas and API of critical trading features leveraging Koa.js, Knex.js, and Jest.js
- Reduced type related errors by 90% in the trade repository, eliminating the chances of type-related critical incidents, through
 planning and executing a major codebase redesign
- Spearheaded stress and regressional crypto and trade load testing using custom automated k6 scripts

Manulife Financial January 2021 – April 2021

DevOps Engineer Co-op

Waterloo, ON

- Provided continuous development and functional testing on 40+ Jenkins Pipelines used by 500+ employees using Groovy
- Used Node.js and React.js to create various internal web-based solutions to facilitate other teams in the organization
- Automated various tasks leveraging REST APIs resulting in 100x faster setup/cleanup time to teach employees new skills
- Developed utilities and scripts utilizing Python and Shell scripts to assist in multiple major migrations of tools
- Created new pipelines using CI/CD principles, integrating code quality tools like SonarQube, and pushing Artifactories to Jfrog

Sony Interactive Entertainment (PlayStation)

May 2020 - August 2020

Software Engineer Co-op

Waterloo, ON

- Worked on the PlayStation 4 Console Store using Python to migrate to new API dependencies to unify logic across platforms
- Supported world-wide releases of the \$20+ billion yearly console store through integration and regression development and testing
- Optimized regression test suites to be be 19.83% faster, through code and logic recreation and optimization
- Designed and developed automated tests with maximum requirement coverage through Pytest
- Maintained multiple environments using **Docker**, and performed code execution through custom-made **Jenkins** pipelines

Canada South Science City

July 2019 - September 2019

Full Stack Software Developer

Windsor, ON

• Built the organization's main website from scratch boosting, the website's monthly visitors by 317.6%

Projects

BusyMaps Hack the 6ix

- Created a real-time platform to visually represent busyness of areas using data from Geotab and Google Places API
- Relayed user input to a Flask based back-end using custom made API endpoints and Microsoft Azure

Mini-Games Android Mania

Personal Project

- Developed a series of entertaining multiplayer visual Java games using LibGDX
- · Created an app to utilize phones as controllers, and established a connection through sockets and a remote server

SeizeControl Hack the North

- Utilized OpenCV, Firebase, Pytube, HTML and CSS to create a Chrome extension to filter seizure-inducing YouTube videos
- Processed and analyzed frames using self-designed mathematical algorithms in Python, and modeled the data with Javascript