Nizar Jandal Alrifai

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KEY SKILLS

- **Languages**: Python, Java, C, C++, SQL, R
- **Web-Dev**: HTML5, CSS3, Javascript, REST API, Bootstrap
- **Libraries/Tools**: Git, Jenkins, Dockers, AWS, JIRA, Pytest, Gradle, LibGDX, Pygame, OpenCV, LaTeX

EXPERIENCE

Sony Interactive Entertainment (PlayStation)   **Waterloo, ON**
Software Developer in Test   *May 2020 - Current*

- Worked in **Agile** development teams on the PlayStation®4 Console Store
- Used **Python, REST API** alongside **HTML5/CSS3/Javascript** to provide critical involvement in the migration of the PlayStation®4 Console Store to new APIs and dependencies
- Designed, developed, and maintained automated tests with maximum requirement coverage using **Jenkins** and **Pytest**
- Using **Dockers**, performed functional, integration and regression development and testing for world-wide releases
- Ensured the quality of work through asynchronous code, and documentation reviews.

Canada South Science City   **Windsor, ON**
Full stack Web Developer   *July 2019 - September 2019*

- Massively overhauled the organization's main website and built it from scratch using up to date responsive design through **HTML5**, and **CSS3**, and **Bootstrap**
- Integrated **Javascript**, for a functional and interactive design, boosting the website's monthly visitors by **325%**

PROJECTS

BusyMap   *Hack the 6ix*

- Winner of **Geotab: Ignition Data Challenge**.
- Created a real-time platform to visually represent the busyness of areas using data from **Geotab and Google Places API**
- Used **Javascript/HTML/CSS** to developed an interactive attractive front-end user experience to visualize the data
- Relayed user input to **Python Flask** based back-end using custom made **API** end points 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, using **Android Studio**
- Established a connection using sockets between laptops and phones through a remote **Digital Ocean** server

Seize-Control   *Hack The North*

- Utilized **OpenCV, Firebase, Pytube, HTML** and **CSS** to create a Google Chrome extension to filter potential seizure-inducing YouTube videos in a team environment
- Used **Python** to process and analyze pixels per frame using self-designed mathematical algorithms
- Modeled data acquired to display to the user through **JavaScript**

Bored   *MasseyHacks IV*

- Collaborated with a team to create an app which finds entertainment locations within an area using **Python**
- Acquired user location via interactive **Pygame/TKInter UI**
- Retrieved nearby location data in **JSON** form using **Yelp and GeoCoder API**

Panium-RPG   *Personal Project*

- Co-created an open world, turn-based RPG in **Python**.
- Used **Pygame** to create the visuals and **UI**, and to enhance the **UX**.
- Used **File I/O** to allow for the users to save their progress and continue their adventures at any point

EDUCATION

University of Waterloo   **Waterloo, ON**
BASc in Computer Engineering   *2019-2024(expected)*

- Involvement: Engineering Society ECE class representative, and photography director/ Starterhacks Mentor