





# NIZAR JANDAL ALRIFAI

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## Education

### University of Waterloo

Sep. 2019 – May 2024 (expected)

Bachelor of Applied Sciences in Computer Engineering

Waterloo, ON

- 2 times Dean's Honor list (within top 10 in cohort of 160) with an average of 96.5% in 2nd year

## Technical Skills

**Languages:** Python, Java, C, HTML/CSS, JavaScript, SQL

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

**Other:** Git, Jenkins, Docker, Redis, PostgreSQL, CI/CD, Maven, Azure, Gradle, Linux, Unix, Jfrog, PCF, Pytest

## Experience

### Wealthsimple

August 2021 – Current

Software Engineer Co-op

Toronto, ON

- Using **TypeScript**, **Redis**, **Data**, **AWS**, **Datadog** and **more** to ensure backend systems that support Trade are resilient and can scale to massive user traffic and order volume
- Architected and executed a plan to reduce the technical debt of the code base in the trade repository, refactoring **over 4000 lines of code across 500 files**
- Spearheaded stress and regressional crypto and trade load testing using custom automated **k6 scripts**
- Designed and implemented the backend, schemas and API of highly requested trade app features leveraging **SQL**, and **koa.js**

### 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 Artifactory 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 **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, using up to date responsive design through **HTML5**, **CSS3**, and **Bootstrap**
- Integrated **Javascript**, for a functional and interactive design, boosting the website's monthly visitors by **317.6%**

## Projects

### BusyMaps

Hack the 6ix

- Relayed user input to a **Flask** based back-end using custom made API end points and **Microsoft Azure**
- Utilized **Javascript** to develop an interactive attractive front-end user experience
- Created a real-time platform to visually represent busyness of areas using data from **Geotab** and **Google Places** API
- Established front-end to back-end communications using query-able **RESTful** endpoints

### 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

### SeizeControl

Hack the North

- Utilized **OpenCV**, **Firebase**, **Pytube**, **HTML** and **CSS** to create a Chrome extension to filter seizure-inducing YouTube videos
- Processed and analyze pixels per frame using self-designed mathematical algorithms through **Python**
- Modeled the data collected and analyzed in an interactive user-friendly manner utilizing **Javascript**

### Bored

MasseyHacks

- Created an app utilizing **Python/TKInter** UI to find nearby entertainment locations according to the user's mood
- Retrieved nearby locations data (directions, reviews, hours, etc..) in **JSON** form using **Yelp**, **Google**, and **GeoCoder** API