Nizar Jandal Alrifai

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KEY SKILLS

- **Languages**: Python, Java, Groovy, SQL, Matlab, R, C, C++
- **Web-Dev**: HTML5, CSS3, Javascript, React, Django, REST API, Bootstrap
- **Libraries/Tools**: Git, Jenkins, Docker, Android Studio, Azure, JIRA, Pytest, Gradle, LibGDX, Pygame, OpenCV

EXPERIENCE

Manulife Financial   **Waterloo, ON**
Devops Engineer   *January 2021 - April 2021*

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Sony Interactive Entertainment (PlayStation)   **Waterloo, ON**
Software Developer   *May 2020 - August 2020*

- Worked on the PlayStation 4 Console Store using **Python** to migrate to new API dependencies to unify logic across different 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 **14.83%** faster, through code and logic enhancements, alongside multiple coverage investigations
- Designed and developed automated tests with maximum requirement coverage through **Pytest**
- Maintained multiple development environments using **Docker** environments

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

- Built the organization's main website from scratch, using a new 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

BusyMap   *Hack the 6ix*

- Winner of **Geotab: Ignition Data Challenge**
- 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

Seize-Control   *Hack The North*

- Utilized **OpenCV, Firebase, Pytube, HTML** and **CSS** to create a Google 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 IV*

- 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, prices, etc..) in **JSON** form using **Yelp, Google, and GeoCoder API**

EDUCATION

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

- Ranked in the 1st quartile of student in academic performance and being on the Dean's Honor List