

Nizar Jandal Alrifai

Portfolio: saber74.github.io

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KEY SKILLS

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

EXPERIENCE

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 **\$78.1 billion** yearly console store through integration and regression development and testing
- Optimized regression test suites to 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 tests in multiple environments using **Docker**, and performed code execution through custom-made **Jenkins** pipelines
- Performed **Gap Analysis** on underlying infrastructure, analyzing opportunities for improvement, and applying them

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

- Collaborated with a team to create an app which finds entertainment locations according to the user's mood using **Python**
- Used interactive **Pygame/TKInter UI** elements to acquire user specific inputs and data
- Retrieved nearby locations data (reviews, service hours, average prices and more) in **JSON** form using **Yelp**, **Google**, and **GeoCoder API**

Space Settlers

Personal Project

- Developed a Shoot 'em up in Space, with fun, and unique power-ups using **Java**
- Utilized **Gradle** and **Libgdx** to create interactive visuals to the user, alongside dedicated voice-lines for the various in game actions

Panium-RPG

Personal Project

- Co-created an open world, turn-based RPG using **Object Oriented Design** in **Python**
- Used **Pygame** to visualize the custom-made sprites, animations, and maps, and allow for a simple elegant user experience
- Implemented **File I/O** to update the user's progress in real-time, allowing the users to save and their adventure's progress 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 and MasseyHacks mentor