

Salma Suliman

Software Engineer

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Skills Summary

- **Languages:** C, C++, Java, JavaScript, TypeScript, Python, Swift, Scheme, ActionScript, HTML5, CSS3
 - **Frameworks/Env.:** AngularJS, Angular 5, Express, Node.js, Django, Flask, jQuery
 - **Databases:** MySQL, SQLite, MongoDB, Mongoose
 - Self-starter, worked on various web development projects as a freelancer
 - Excellent verbal and written communication, fluent in English and Arabic
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Work Experience

Software Engineer

Oct 2013 - Jul 2016

Google Inc.

San Francisco, CA, USA

- Single-handedly redesigned and implemented Google's infrastructure alerting UI using AngularJS and Java, keeping the simplicity of the on-call engineer user experience a priority
- Launched Alpha UI that includes Incident view, edit, search, collaboration flows, and received positive feedback
- Designed and implemented the user preferences and saved search API, including setting up the database and implementing the backend API in C++

Software Engineer Intern

May 2012 - Aug 2012

Okino Computer Graphics

Mississauga, ON, Canada

- Developed using C++ an Industrial Foundation Classes (IFC) importer into Okino's Nugraf 3D Rendering Software
- Parsed the IFC file format to 3D geometry including face-based polygons and extruded solids

Software Engineer Intern

Jan 2012 - Apr 2012

Autodesk Inc.

Montreal, QC, Canada

- Improved various UI elements in the Skyline plugin for Autodesk Maya using C++ and Python
- Fixed bugs related to the collaborative workflow within the Perforce Integration in the Skyline plugin

Software Engineer Intern

May 2011 - Aug 2011

Alt Software Inc.

Toronto, ON, Canada

- Developed extensive OpenGL automated applications in C to test high performance embedded OpenGL drivers
- Created a unified automation framework to test OpenGL versions, using SCons and Python scripting

Software Quality Assurance Tester

May 2010 - Aug 2010

Inscriber Graphics Systems, Harris Broadcast Communications Division

Waterloo, ON, Canada

- Worked extensively on a real-time 2D/3D broadcast graphics platform and discovered important bugs
- Troubleshooted basic graphics related hardware including display devices and video cards

Computer Science (CS115) Teaching Assistant

Sep 2009 - Dec 2009

Faculty of Mathematics, University of Waterloo

Waterloo, ON, Canada

- Prepared and implemented test cases to auto-test students' programs using Unix Shell scripting and Scheme
 - Presented mini-lectures and assisted first-year students with programming principles in Scheme
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Education

Certificate of Achievement - Full Stack Web Developer

Feb 2018 - May 2018

Coding Dojo

San Jose, CA, USA

Coding Dojo is an immersive web/mobile development boot-camp specializing in front-end fundamentals as well as three full stacks: Python, MEAN and iOS.

- **Lyricator Project**

Python / Django / SQLite

- Created a collaborative platform for creative writers, inspired by GitHub's workflow
- Won first-place in the two-day Python Hackathon

- **Burning-Man Project**

TypeScript / Socket.io / MEAN (MongoDB / Express / Angular / Node)

- Created a live multi-player game inspired by the classic game of Hang-Man
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Bachelor of Computer Science, Honours, Coop program, with a Fine Arts Minor

Sep 2008 - Dec 2012

University of Waterloo

Waterloo, ON, Canada

- University of Waterloo President's Scholarship of Distinction
 - Mathematics International Students Entrance Scholarship
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Activities and Interests

- **Ukulele Chord Generator (Flash Project):** developed an interactive application in ActionScript 3.0; designed UI with Adobe Illustrator
- **Mathematics Society:** Publicity Director, Frosh Orientation Leader, Computer Science Club member
- **Art:** Traditional drawings, Digital Painting, Photography
- **Music:** Enjoys singing, playing the Guitar and the Ukulele.