SAQIB ALI

COMPUTER ENGINEERING | UNIVERSITY OF WATERLOO

s248ali@uwaterloo.ca
saqibali.ca
github.com/SaqibA1i/

TECHNICAL SKILLS

Languages / Frameworks: C++ | Java | JavaScript | Python | Html | CSS | Vue | React

Technologies / Tools: Visual Studio / Code | AWS | Postman | GitHub | NodeJS | MongoDB | Team City

WORK EXPERIENCE

Software Developer – React, SASS, Java Script, Java, Spring boot, Team city
OpenText

Waterloo, Ontario
Sept. 2020 – Dec. 2020

- Co-developed a responsive website to showcase proprietary company icons and optimize the UXD team's workflow
- Lead the development of an admin screen to upload, delete and edit icons utilizing **React, Java** and **Spring**
- Structured the backend of the admin site using **Java** and **Spring boot** to interact with Gitlab's api to store the icons
- Implemented build automation using **Team City** to run scripts for further manipulation of icons as part of **CICD**
- Icons were pushed to **artifactory** and published as an **npm package** to provide programmatic access
- Developed a CSS library following company's design principles using **SASS.** A static website was developed using **React** to showcase the developed components which were WCAG compliant
- Integrated react-date-picker with company's case management front-end and wrote unit tests using **Enzyme**

Software Engineering Intern – NodeJS, MongoDB, VueJS, JavaScript, Express
WeWork Labs

Toronto, Ontario
January 2020 – April 2020

- Worked in a fast-paced startup environment to build a social media application
- Performed manual test executions to document bugs within the software database using **NodeJS** and **JavaScript**
- Spearheaded the implementation of a Restful API demo to upload user media, using **Vue** and **Express.** User's information was stored on the **MongoDB** database
- Participated in developing UI mock-ups alongside lead engineer using **HTML, CSS** following responsive design principles

PROJECTS

PlayStation 5 front-end for Windows – Python, Kodi Play Station 5 Skin
- Developed an interactive front-end which provides a clean interface to launch games
- Implemented core functionality to launch, hide, sort, remove games using **Python** scripts
- UI styling and interactivity was implemented using **Kodi**
- Incorporated the Xinput api to report information regarding controllers in UI

Snake Game – C++
- Built a clone of the classic addictive game: Snake
- Implemented core game logic and visuals using **C++**
- Incorporated fundamental **OOP** principles to provide a clear modular structure

PWA Academic App – React, SASS, Java, Spring boot, Java Script
- This app removes my reliance on sticky notes and efficiently tracks my academic progress
- UI Interactivity was implemented using the **React framework** and styling using **SASS**
- Implemented the backend using **Java** and **Spring boot** which handles front-end requests

AWARDS

uWaterloo Euclid School Champion

Highest score in high- school for math and computing competition awarded twice (2017 & 2018)

Governor General's Academic Medal

A distinction awarded to the highest academic achiever in high school

EDUCATION

2019 - 2024 (expected)

University of Waterloo
Candidate for BAsc in Honours Computer Engineering, Co-op