SHAMEIZ RANGWALA
HONOURS COMPUTER SCIENCE

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EDUCATION

University of Waterloo
Candidate for Bachelor of Computer Science , Honours Computer Science 2021

Relevant Content: Sequential Programs, Data Structures and Data Management, Program Efficiency, Combinatorics

SUMMARY OF SKILLS

- **Languages**: Swift, C++, C, Javascript, Brightscript, Typescript, Java, Scheme , Python, HTML5 and CSS3
- **Tools/Frameworks**: Xcode, Cocoa Touch, Angular.js, Node.js, Sony Trilithium, React.js, Git, Bash/Linux
- **Platforms** : iOS, Web, Samsung and LG SmartTV's, Roku and Playstation 4.

EXPERIENCE

ACCEDO (FORMERLY DIGIFLARE INC.) · Software Engineer   Jan 2018 to May 2018
- Developed over-the-top, adaptive media streaming applications for Roku, tvOS and Playstation 4.
- Fully developed, tested and shipped the Sportsnet application for Playstation 4 which now has over 2000 users
- Utilized Sportsnet's REST API'S as well as Sony's Trilithium platform to build both UI and video delivery controls.
- Integrated technologies such as Authentication and Omniture Analytics using tag manager (DTM)
- Thoroughly tested the application to comply with Sony's Test Certification Requirements

CINEPLEX ENTERTAINMENT · Software Developer   May 2017 to Sep 2017
- Developed the inaugural Cineplex Store app for digital movie rental, purchase and streaming on Smart TVs
- Used Angular JS, Toast, JavaScript, HTML5 and CSS3 along with Cineplex REST APIs for development
- Implemented DRM/Streaming technologies include Playready/Smoothstream
- Setup Jenkins CI to run builds for the Tizen, WebOS, Orsay platforms using shared codebase
- Worked collaboratively on an agile team with the product manager, QA's and UI/UX designers to ensure the projects were successfully delivered on time

PROJECTS

ONE IV   Jan 2018 to May 2018
- Worked with a team to develop, test and ship an iOS app for a Volunteer Management System for a Non Profit Organization which has over 2000 downloads on the app store
- Developed the service layer and implemented push notifications and OAuth login for facebook and google.

SMACK   Jan 2018 to Mar 2018
- Created an iOS messaging app using Swift 4 by implementing Socket.io for real-time messaging
- Made API calls to fetch data from a MongoDB database using Alamofire

"STORYLINE": CONUHACKS III   Feb 2018 to Feb 2018
- Built an iOS app that enables users to create a unique stories through the process of collaboration in the app
- Developed the app in Swift 4 using Firebase as the main backend infrastructure for the app

PIXEL-CITY   Mar 2018 to May 2018
- Created an interactive app to discover places around you by pinpointing on a map
- Used MapKit, FlickrApi and implemented 3D Touch capabilities to improve the user experience

PERSONAL AND ACADEMIC ACHIEVEMENTS

- Won the first place prize sponsored by Honda at MHacks X for developing a bike safety system
- Won the National ISTAR Award in 2015 for Academic Achievement and Excellence from amongst 10,000 Canadian youth
- Celestica's $2000 Scholarship, University of Waterloo President's Scholarship(95% or higher)
- Ismaili Volunteer Corps. 5 Year Award for Community Service and Leadership