

EDUCATION

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

SUMMARY OF SKILLS

- **Languages:** Java, C, C++, JavaScript, HTML5, CSS3, Scheme, Swift, Python
- **Frameworks:** Angular.js, Node.js, React.js, React-Native, Toast
- **Tools :** Git, Bash/Linux, Android Studio, Azure, Heroku, Xcode

EXPERIENCE

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
- 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

ZEROTOSTARTUP · Web Developer and Media Creative

Sep 2015 to Jan 2016

- Spearheaded the creation of a company titled "Shift" and made an eco-friendly transport incentive system
- Used JavaScript, HTML5, CSS3 along with Google Maps API and UP Fitness REST API for the web app
- Presented the web app and company to officials of the City of Toronto; won a six-month mentorship opportunity with Metrolinx to discuss the idea

MAKELAB · 3D Printing Program Manager

Nov 2015 to Current

- Designed, implemented and facilitated 3D printing workshops for over 200 students
- Instructed students on how to create designs on TinkerCAD and print their designs using 3D printers
- Educated students to use a design thinking process to create architectural models

PROJECTS

"LERTBIKE": MHACKS X

Sep 2017

- Created a bike safety and alert system using Bluetooth Low Energy sensors, Twilio's API and Android Studio
- Won the "Hacking the Driving Experience" prize sponsored by Honda for this project

"PEOPLESTREAM" : QHACKS 2017

Feb 2017

- Designed and developed a web app that acts as a social media news aggregator and tackles "fake news"
- Contributed to the app by working on front end development using HTML, CSS, JavaScript and jQuery

"DI\IDE" : MCHACKS 2017

Jan 2017

- Created a cross-platform mobile application designed to split costs of payment receipts by photo recognition
- Implemented a React-Native framework using ReactJS and Microsoft's Cognitive Services API

PAC-MAN LIFE SIMULATION GAME

Dec 2015 to Jan 2016

- Created a life simulation of Pac-man characters in Java to demonstrate a different take on the famous game
- Used a graphical user interface, inheritance, polymorphism and Object-oriented programming

PERSONAL AND ACADEMIC ACHIEVEMENTS

- Placed in the top 20% in the Fermat Math Contest 2014
- 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