NAUSHER
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EXPERIENCE / PROJECTS

Shopify
May 2022 - Aug 2022

Software Engineer

- Worked on the Unified App Deployments Team on creating a system that allows Shopify Partners to host third-party extensions through Shopify infrastructure.
- Added a handful of new OAuth fixes and interactive features (using Enquirer) to the official open-source Shopify CLI written in JavaScript. The CLI is used by 850 third-party applications daily.
- Rewrote sections of the Shopify Partner Dashboard by converting the codebase from Ruby on Rails to JavaScript w/ React, while employing Shopify's newer design philosophy. This dashboard is used by millions of users daily.

Magnet Forensics
Sept 2021 - Dec 2021

Software Developer

- Worked on the STS (Systems, Tools, and Software) Team; personally ensured that tools and stack were active and online daily to be used by different Engineering departments, such as Jenkins, PRTG, Azure DevOps, Jira, and the 100's of machines in our build-farm.
- Focused on the Build Dashboard, adding new features to help others perform tests and case evaluations for products deployed on the field. This was mainly with JavaScript (React & Redux) and C# (ASP .NET & SignalR), for 100+ Engineering employees to be used daily.

Wilfrid Laurier University
Sept 2020 - Present

Instructional Teaching Assistant

- Responsible for teaching students Introductory Python, Data Structures, and ARMv7 through multiple 2.5hr labs per week, for an average attendance of 60 students per session.
- Proctored students during online midterms both virtually and in person for 2.5 hours per midterm for about 200 students.

Freelance Development
Apr 2012 - Present

Fullstack Developer

- Wrote software for different clients through a variety of online platforms for an estimated 80 clients.
- Specialised in creating modifications and additions for game servers with 750 - 50k players per playerbase.
- Kept track of client invoices to organise start dates, payment dates, and deadlines.

Laurier Computing Society
Mar 2021 - Present

President

- Responsible for leading departments involved with communications, corporate outreach, finance, events, and marketing, with a team size of 46 executives, and a community of more than 3000 students.
- Used Kanban and Agile methodologies for tracking team progress and facilitating collaboration on regular events and initiatives.

EDUCATION

Honours BSc Computer Science (Co-op)
Wilfrid Laurier University
2019 - 2023

Applied Mathematics Option
Wilfrid Laurier University
2019 - 2023

TECHNICAL SKILLS

Languages & Frameworks
JavaScript & TypeScript

- React, Mantine, Vite, React Router, Redux, Chart.js, D3.js, Discord.js

Java 6, Java 7, Java 8, Java 11

- LibGDX, LWJGL, OpenGL, OpenAL, Android Studio SDK, Java Discord API

Python

- Discord.py, NumPy, Seaborn / Matplotlib, Pygame, Tensorflow, Pandas, Scikit-Learn

C#

- ASP.NET, SignalR, Unity

C++

- OpenGL, GLUT, Unreal Engine

Ruby

- Ruby on Rails, RSpec

Tools
Git, Jenkins, Maven, Gradle, Docker, Jira, Trello, Notion, PRTG, Figma, Canva

Platforms / Cloud
Unity Game Engine, Unreal Engine 4, AWS, Azure, Firebase, Github, Gitlab

Databases
MongoDB, MySQL, MariaDB, Redis

EXPERIENCE / PROJECTS

Computing Councils of Canada
Oct 2020 - Present

Director of Systems Administration

- Ensured that the website, Discord bot, and other internal and external team infrastructure was always active and ready to be used. These used Wordpress, AWS, and Discord.js.
- Conducted other miscellaneous tasks, such as managing coorporate accounts through Discord, email, and Slack, with organisations such as DCL, IBM, RUHacks, and Lighthouse Labs.

HawkHacks
Feb 2021 - Present

Founder & President

- Managed a team of 30+ executives to run a hackathon with up to 1000 registrants and 650 annual participants - one of the biggest in the province, and the biggest at Laurier.
- Applied a Project-Management based approach with Kanban to ensure that all departments were working concurrently on their respective goals and targets.

Kyle Kashuv
Dec 2020 - July 2021

Personal & Podcasting Website

- Designed and developed a website for local politician Kyle Kashuv using WordPress, JavaScript, PHP, CSS, HTML, and JQuery for his audience of 300,000.
- Implemented SEO strategies which increased search clickthrough by 40%.
- Managed an ad campaign using Googles Ad platform which increased viewership by 25%.

sadbois clothing.
Mar 2021 - Present

Ecommerce Website

- Developed an ecommerce website for a local charitable start-up clothing company using WordPress and the Stripe Gateway.
- Responsible for optimising the deployment server, such as removing pre-installed but unused software packages and modifiying the Apache webserver environment so the budget could be kept as low as possible.

MuSpace
May 2021 - Aug 2021

Fullstack Website

- Created a social media platform that connects people based on their personal musical listening tastes.
- Responsible for managing and delegating tasks in a group of 12 people in an Agile environment, over the course of 4 months for a Software Engineering class.
- Created an outline for a React frontend, and ensured developers and UI designers were delegated specific pages and sections.
- Used the Spotify Web API with OAuth2 to authenticate users and load listening data and trends.
- Used Google Firebase for data storage, authentication, hosting, and CI/CD

HOBBIES

Electric guitar, acoustic guitar, bass guitar, cooking, video games, football, and photography

RECENT HACKATHONS

HackTheNorth 2022
That's Crazy! - A CLI using speech recognition & NLP to summarize text, generate freestyle song lyrics, and create blog posts.

RUHacks 2021
Kabo - A karaoke Discord bot for simulating karaoke with live pitch and lyrical correctness scoring using NLP & AI.

HackTheNorth 2021
Chaterest - A moderation Discord bot that automates discussion moderation, and measures user interests using sentiment analysis & NLP.

HONOURS

MLH Hackcon X
Invited to speak at a 3-day conference on the topic of starting your very first hackathon, to an audience of 400 people.

President of the Year
Presented to the Laurier Computing Society by the Faculty of Science Student Association for the 2021/22 academic year.

Event of the Year
Presented to the Laurier Computing Society by the Faculty of Science Student Association for the 2021/22 academic year.

Marketing of the Year
Presented to the Laurier Computing Society by the Faculty of Science Student Association for the 2021/22 academic year.

MIST Toronto 2019
2nd Place

ECOO 2018 & 2019
Top 35% and Top 15%

Waterloo CCC 2017 & 2018
Top 15% and Top 20%