MUHAMMAD SHAH

UNIVERSITY OF WATERLOO BASC. COMPUTER ENGINEERING 2022

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SKILLS

LANGUAGES: C++, C#, Python, JavaScript, PHP, Assembly (RISCV), Groovy
TECHNOLOGIES: Selenium, Bootstrap, Node.js, React/ Redux, Firebase, mySQL, Unity3D, TrueSight Server Automation, CCNA Routing & Switching
TOOLS: Git, SVN, Jenkins, Docker, Ansible, Jira, TrueSight Server Automation

EMPLOYMENT

Extreme Networks
Software Developer   Winter 2020

CGI Inc.
DevOps Engineer Intern   May 2019 to Aug. 2019
• Implemented automated weekly Jira reports to estimate average hours spent by the team on projects using Python script, mySQL database and Grafana visualizations.
• Designed a dashboard web application that allowed users to collaborate and edit virtual machine snapshot data
• Created fast pipelines for applications that included code quality checks, builds, automated testing, and used ansible to automate tasks for deployments and configurations

ADP
Software Developer   Sept. 2018 to Dec. 2018
• Developed scalable automatic testing framework using Selenium which performed smoke tests on applications on different web browsers during pipeline phases of development
• Creating unit tests, smoke tests, screenshot tests, complete end to end testing with email MSTest report for 4 initial applications, running tests 4x faster than manual testing cutting application testing from 1 hour to 15 minutes
• Implemented 3-stage pipelines for applications to automate processes using Jenkins, TrueSight Server Automation, Groovy and Powershell scripting

PROJECTS

FoodSnap | React Native, Node.js, Firebase, TensorFlow JS
• Designed mobile application aimed at sharing food with others to reduce food waste by sharing to different slack groups
• Implemented user authentication backend using Firebase and designed UI of the mobile application using React Native
• Demonstrated a successful prototype of the application to a dozen hackathon judges

Instant Messaging Web App | React, JavaScript, Firebase
• Built an instant messaging web app using React to allow users to chat between each other over a browser
• Implemented a Firebase database to store user and chat data and allows users to have scalablity for large number of users and chats
• Designed web application using material-ui framework, Javascript, CSS and HTML

2D Unity Engine Game: Legend of Kellawan | C#
• Led a team to develop a game with the Unity Engine in C#
• Developed player and enemy mechanics