Amal Nazeem

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GitHub: TomatoToaster | LinkedIn: amal-nazeem | Itch: TomatoToaster
Website: https://tomatotoaster.com

Skills

Languages:	**Expert:** C#, JavaScript(ES6), **Proficient:** Lua, PHP, Java **Familiar:** C++, Python, Racket
Engines/Tools:	Unity, Blender, Love2D, Playdate SDK, Reaper, Phaser.js React.js/Native, Node.js, MySQL

Work Experience

Personal Sabbatical: New York, NY   **Aug 2022 – Present**

Honing my Game Development Skills
-   Completed Harvard's CS50G course where I recreated iconic games in Love2D (lua) and Unity (C#)
-   Learned to 3D Model in Blender following CGFastTrack's series enabling me to create my own 3D assets
-   Created various games while competing in Game Jams and currently working on a VR game called Video Room

Expensify: San Francisco, CA (Remote)   **July 2019 – Aug 2022**

Software Engineer: Generalist
-   Worked across the techstack: Web Frontend (React, jQuery, HTML/Scss), Web API Layer (PHP), Backend (C++), External Integrations Server (Java) Mobile apps (React Native, native iOS Android)
-   Built product improvements to Per Diem and Mileage Expenses to better serve traveling Expensify users
-   Built authenticated transition from outdated website to modern React Native app as a key feature for the IPO
-   Led end-to-end technical design of new Chat Rooms feature, collaborated with product managers, delegated tasks to a team of developers, and oversaw implementation
-   Worked with Global Rescue® team in Pakistan to build travel insurance integration in Expensify booked flights
-   Interviewed and presented for recruiting events at Howard University and Florida A&M University

Intuit (TurboTax): San Diego, CA   **July 2017 – Dec 2017**

Product Manager/ Software Engineer: Consumer Group STAR/DNA Team
-   Drove TurboTax Shared Global Navigation, improving cross team development efficiency by 66%
-   Redesigned and roadmapped TurboTax Bookmarks feature to improve customer impact and feedback
-   Created Mint user survey to understand customer interest in TurboTax and competing tax software
-   Wrote reusable React modules for TurboTax's Visual Refresh and published to npm registry for cross-team use
-   Implemented A/B testing using Wasabi framework for detailed analytics on new cross platform features
-   Rewrote front-end testing for TurboTax Start Experience using Nightwatch to vastly cut down deployment time

Projects

Video Room (On itch.io): Self-made VR Game Prototype

Unity (C#), Blender
-   Utilized RenderTextures and XR Tools to allow player to shoot through in-game screen to redeployable cameras

Fishing Boots (On itch.io): Self-made Game for GMTK Game Jam 2023

Unity (C#), Aseprite
-   Designed a reverse fishing game for a 48 hour jam, drew my own sprites, and created a riddle based puzzle
-   Finely tuned hook movements to smoothly drop in water and tweaked game difficulty for the secret level

Rainbee (On itch.io): Self-made game for Cozy Spring Jam 2023

Unity (C#), Aseprite
-   Created a simple bee colony game for a 3-day jam, including drawing/animating my own sprites and tile palette
-   Coded bee/bird spawning and targeting behaviors and made camera dynamic to support mobile and desktop

Education

Northeastern University: Boston, MA   **Sept 2015 – Dec 2018**

Bachelor of Science in Computer Science and Mathematics

Coursework: Computer Graphics, Programming Languages, Object Oriented Design, Algorithms, Database Design
Cryptography, Advanced Linear Algebra, Group Theory, Real Analysis, Complex Analysis