

# Amal Nazeem

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Website: <https://tomatotoaster.com>

## Skills

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

## Work Experience

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**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- Built authenticated transition from outdated website to modern React Native app as a key feature for the IPO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

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**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

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**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