WASIF BUTT

Computer Engineering Student, B.A.Sc (2018-2023)

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WORK EXPERIENCE

Software Engineer Intern

Zynga Inc.

May 2021 – Apr. 2022 Toronto, Ontario

- Worked on the AdTech team where I helped maintain Zynga's internal ad delivery service on iOS, Android and Unity platforms.
- Projects included updating supported network adapters, adding feature classes, and adding SKAdNetwork support for iOS 14.
- Experience with Objective-C, Java, C# and Unity, Datadog, Splunk, Jenkins, AWS, and GitHub.

Full-Stack Web Developer

The Entrepreneurship Hatchery (UofT)

Sept. 2020 – Aug. 2021 Toronto, Ontario

- Spearheaded adding an instant messaging system within the company's social platform to connect entrepreneurs. Maintained and added various features using a Vue.js, PHP, MySQL, Flask and AWS stack.

Software Engineer Intern

Cyberworks Robotics

Jun. 2020 – Aug. 2020 Markham, Ontario

- Solely created a web-based fleet management system for clients to view and manage their purchased robot fleet. System connected to robots using web-sockets. I was responsible for designing the entire system architecture and it is still used by the company today.
- Also worked as a robotics software engineer, implemented automated python script on AWS that tested the robot's AI in a simulation environment and recorded any errors into a S3 bucket that could later by analyzed. This allowed testing to become autonomous and more time efficient.
- Worked in a fast paced environment with short deadlines and minimal supervision. Was able to make quick and adaptive executive decisions for creative problem solving.

PROJECT EXPERIENCE

GIS Mapping Software

Jan. 2020 – Mar. 2020

- Worked collaboratively with two others to develop a mapping software built using C++, with GTK libraries to design the GUI.
- Able to visualize graphs. Developed smart path finding using A* and Dijkstra graphing algorithms. Implemented multi-threading for efficiency. Also implemented a REST API to show live traffic on highways.

FPGA Super Mario Bros.

Dec. 2019

- A hardware-based game of Super Mario Bros. written in Verilog implemented on DE1-SOC FPGA. Project utilizes a VGA adapter, PS/2 driver, and audio driver to move Mario through three different levels with full range of motions.
- Conducted finite state machine design and debugged using timing analysis techniques.

EDUCATION

B.A.Sc, Computer Engineering

University of Toronto

July 2018– Apr 2023

- Minor in Engineering Business and graduating with PEY (co-op) experience.
- Relevant courses: Software Communcation and Design, Logic Design, Algorithms and Data Structures, Control Systems, Relational Databases.

TECHNICAL SKILLS

- Front-end frameworks - Vue.js, ReactJS.
- Back-end development using PHP, SQL, Python, Node.js and AWS.
- Mobile development on all modern platforms using Objective-C/Swift, Java/Kotlin, and C# using Unity Engine.
- Highly knowledgeable about modern programming practices - such as working collaboratively using Git, code review process using pull requests, data monitoring using tools like Datadog, as well as DevOps knowledge of AWS

SOFT STRENGTHS

- Experience implementing open-source software with strong ability to understand and write extensive software documentation.
- An adaptable work style with the ability to complete a wide range of tasks independently or within a large team.
- Strong team leadership ability with a charisma that encourages productivity and contribution.
- Methodical work style that focuses on breaking tasks up to manageable portions with continuous improvements throughout project life cycle.
- Constant attention to detail and ability to communicate effectively with team during development process.

PERSONAL GOALS

- Further develop my technical skills, especially within DevOps.
- Work in a progressive and fun work environment with a motivated team.
- Have my line of work help me explore the world and gain a wider perspective - both professionally, and personally.