

# Abdul Arif

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## EDUCATION

### University of Windsor

Windsor, ON | Jun 2023

BCOMM. HONOURS, BUSINESS ADMINISTRATION & COMPUTER SCIENCE (DOUBLE MAJOR)

SPECIALIZATION: SUPPLY CHAIN & BUSINESS ANALYTICS

Teacher Assistant (TA): Computer Networks (Fall 2021), Data Structures and Algorithms (Winter 2022)

## WORK EXPERIENCE

### TD BANK | SOFTWARE ENGINEER INTERN

Toronto, ON | May 2022 - Present

- Optimized automated engine written in **Java** that performs API calls to a masking tool called Delphix.
- Created javadocs explaining methods and created comments throughout the code so the KT process would be easier for new team members.
- The engine first creates a delimiter separated excel file(s), next it performs API calls to Delphix to mask confidential and sensitive information, and lastly it validates the transformed data before outputting to target file(s).

### CODE NINJAS | CODING TEACHER (CODE SENSEI)

Brampton, ON | Mar 2021 - Sept 2021

- Taught kids ages 5 - 14 how to code in a fun and engaging way: playing and building video games they love.
- Explained programming concepts using Scratch to code games such as Space Invader and Ninja Run.
- Coached the advanced stage students using our Game Development Platform to teach several languages such as **JavaScript**, **Python**, **Lua**, and **C#**.

### OCEANSOURCE TECHNOLOGIES | SOFTWARE ENGINEER INTERN

Lasalle, ON | Aug 2020 - Dec 2020

- Designed database structure, to store sensitive medical data to be analyzed with machine learning.
- Implemented database using advanced SQL queries.

## PROJECTS

### UWINDSOR COMPUTER SCIENCE WIKI ↗

REACT, CSS, DOCUSAURUS

- Opensource project created by Computer Science students to convert the old student guide website primarily written in **Ruby on Rails** into a better Wiki written in **React**.
- Created a student Wi-Fi guide page for the wiki using **React** and **Docusaurus**.

### BATTLE FOR THE GALAXY ↗

UNITY, C#

- Created interactive objects (flags, power ups, etc.) in **Unity**, and programmed their **C#** scripts.
- Programmed many technically challenging features, including the Capture the Flag System, Player health, the Gun System: Weapon Switcher, Pick and Drop Weapon, Aim and Shoot, Variety of Firearms and Bullets, Muzzle Flash effect, FPS Camera Shake (for recoil).

### TRAFFIC DATA CHALLENGE ↗

HTML, CSS, PYTHON, JAVASCRIPT

- Won 2nd place at BorderHacks 2021 for the Traffic Data Challenge out of 50+ teams.
- Implemented Google Maps API in **JavaScript** to create a site for visualizing Traffic Windsor's OpenData API.

### SCHEDULESOFT ↗

MySQL, Java, JUNIT

- Developed a scheduling application to make managing appointments for clients (patients) easier.
- Designed and implemented a **SQL** database to securely store user log-in info and appointment information.

### NETWORK IP MANIPULATOR ↗

PYTHON

- Created a tool which uses multiple threads to find computers on the local network and then removed internet access by overwhelming it with TCP or UDP packets; to expose a vulnerability in the structure of Wi-Fi.

## SKILLS

**Languages:** Java, Python, C, PHP, HTML, CSS, JavaScript, L<sup>A</sup>T<sub>E</sub>X, C#

**Technology:** Git, Wireshark, MySQL, PostgreSQL, Unity, Node, Heroku, Tableau, Google Cloud

**Frameworks:** React, Flask, Flutter, Fastify, Streamlit