

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 added comments throughout the code so the knowledge transfer 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^AT_EX, C#

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

Frameworks: React, Flask, Flutter, Fastify, Streamlit