About Me

Hello!

My name is Abrar

I'm a Full-Stack Developer studying at UTS who aspires to create exceptional products. Through the process of my studies at UTS, in conjunction with my work experience of over a year, I have gained strong fundamentals in **Full-Stack Development** and **DevOps Engineering.** I have a strong focus to deliver high-quality code and robust applications that exceed expectations.

Career

I've had a plethora of experience in Software Engineering, where I've gained technical skills around Full-Stack Development and DevOps Engineering. I bring a variety of skills around to a company's technical team. My problem-solving skills are evident in my experience, with resolving critical issues and implementing new automation to improve current systems. I have leadership and communication skills that allow me to streamline a workflow to success, and my time-management skills allow me to be able to handle complex or large projects. Overall, my skills and dedication to keep learning new approaches to things allows me to be a valuable asset in any company.

Optus
Software Engineer Intern
November 2022 - Present
Developed and maintained automation tools as containerized applications on a DevOps stack to improve scalability and ease management of the Core Network.
Engineered APIs to automate the running of shell commands on Core Network Nodes to enable alerting and improve visibility of network health.
Fixed a production Minio database to support a retention policy when faced with storage issues, resulting in over 600GB of space savings.
Led the migration of an enterprise Gitlab instance through ArgoCD, resulting in enhanced system stability and simpler maintenance.
Automated the truncation of system logging to reduce storage consumption on Kubernetes nodes by over 30% when faced with critical disk issues.
Spearheaded the development of an automatic proxy tool to enable remote engineers efficient access to lab elements that were previously unreachable, resulting in increased productivity.
Skills: "React", "JavaScript", "Rancher", "YAML", "Python", "Jira", "Confluence", "Ansible Playbooks", "APIs"

Gecko.rent
Software Engineer Intern
July 2021 - December 2021
Worked to actively solve bugs and build new features for a high-growth rental marketplace within a React-based framework.
Architected back-end GraphQL queries to enable the development of new features in the front-end.

Integrated responsive user interfaces that boosted mobile traffic while liaising closely with the design team.
Redesigned the order confirmation page and assisted in the implementation of the sending of confirmation emails to increase customer trust.
Skills: "JavaScript", "React", "GraphQL", "Docker", "Trello"

Academic Experience

University of Technology Sydney

Bachelor of Software Engineering (Honours) Diploma in Professional Engineering Practice
2020 - Present
Achievements:

Dean's List, 2022
Dean's List, 2023
Involvement:

UTS Peer Tutoring
UTS Programming Society
3rd Place in UTS AI Hackathon, 2023)

PacStudent

I designed and developed a Pac-Man clone using the Unity game engine. All the relevant resources such as sprites, animations and artwork were created by me. The game feateures C# scripts that handle a variety of events, such as collisions, movement and the point scoring system. The game was implemented in incremenets, this allowed me to test and debug the game as it was developed.

Technologies Used:
Unity
C#

GitHub Link:
https://github.com/abrarbarbhuyia/pacman

AI Proctor Tool

I worked in a team where I contributed to an AI Proctoring platform. The platform was designed to detect and flag students that performed academic misconduct during exam sessions. The project was full-stack and was developed using the MERN stack. I was responsible for implementing the live exam sessions, including the backend and frontend of how students enter the exam environment.

Technologies Used:

TensorFlow
Python
MongoDB
Machine Learning
GitHub Link:

https://github.com/ProgKorn/41127-Software-Design-Studio

Leadership

Professional Software Engineering
Fixing a critical bug
At my first internship, during a quiet week, where a lot of more senior engineers were on leave, I was tasked with working with the team to solve a critical production issue. In this situation, I did not have the guidance of the team members who were more senior to me since it was just interns working on the task. I instantly took ownership of the issue and acted as the person who communicates updates and relevant information to stakeholders. By taking ownership of the issue, I was able to coordinate with the team and have the timeline of the issue being fixed estimated. As a result, there was little downtime and the issue was fixed in a timely manner.

Professional Software Engineering
Creating new automation
At my internship at Optus, I was tasked with automating a piece of work that saved an hour of engineer time every day. This was a task that has been in the backlog for over a year, and it was a complex and large task so no one decided to take it. I decided to include this work in a sprint of ours and lead the team in achieveing this by dividing the work into smaller chunks. This allowed for the task to be seperated into individual deliverables and set times for these features to be delivered. The result of this was a successful automation, saving many nearly 5 hours of work a week.

Teamwork

University Group Project
Creating a table booking app
As part of an assignment, we were tasked with making a full-stack table booking application. This involved creating the application from scratch and required intensive requirements gathering, and generation of user stores and use cases to help us understand the problem. After this we implemented an Agile methodology to help us manage the project and ensure we were on track to meet the deadline. We used a variety of tools to help us manage the project, including Trello, GitHub, and Discord. As a result we had a successful project that we presented to the class, it was also fully functional and met all the requirements.

Fixing a bug in a live environment
Professional Experience
During my internship at Optus, I was tasked to work with the team to fix a critical production environment bug. I demonstrated leadership skills by taking the initiative to lead the team on fixing the issue. I broke down the task by delegating debugging efforts to each team

member. I also took the lead on communicating with the client to ensure they were kept up to date with the progress of the fix. As a result of my efforts, the bug was fixed and the multiple teams that were affected by the issue were able to complete their projects.

Skills

Containerization
Docker: Experience with creating and managing containers.
Kubernetes: Familiarity with container orchestration.

Programming Languages
Python, Java, JavaScript, Typescript, C++, C#, HTML/CSS, YAML

Technologies/Tools
Node.js, Next.js, React.js, SQL, Git, APIs, MongoDB, Grafana, ArgoCD, GraphQL, Ansible, Jira, Trello, Confluence

Leadership
Developed leadership skills by leading the migration of an enterprise Gitlab instance to ArgoCD. In a team of three engineers, I was responsible for the planning, execution, and documentation of the migration.

Communication
Took ownership of critical production issues that blocked multiple high-priority projects. I communicated with stakeholders and engineers to provide estimates and updates on the status of the issues.

Problem Solving
Fixed issues around the repoint of a production API URL by researching the issue, trial and error, and utilizing documentation. I also implemented a long-term solution to prevent the issue from reoccurring.

Time Management
Enhanced time-management skills by using Jira ticket estimation to plan and prioritize tasks. I also used Trello to manage my personal tasks and projects.

Critical Thinking
Subverted the views of senior engineers by providing a different perspective on the issue, where I used new technologies to solve a long standing problem that was originally dealt with manaully.