Adil Muhammad Mian

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EDUCATION

University Of Waterloo

Bachelors of Computer Science (Software Engineering Option)

- Expected Graduation: Fall 2020
- Current Term: 3B
- Academic Standing: **Excellent**
- "**Outstanding**" evaluations in all previous work terms
- Recipient of Term Dean's Honours List (Spring 2017)
- Recipient of President's Scholarship of Distinction (2014)

SKILL HIGHLIGHTS

LANGUAGES

- C++
- C#
- Java
- Visual Basic
- JavaScript
- HTML
- CSS

FRAMEWORKS / TECHNOLOGIES

- Asp.NET
- Git
- TFS
- PostMan
- BASH
- Selenium
- Node.JS
- SQL Server
- MongoDB
- XLib
- Android Studio

EXPERIENCE

Software Developer | Oracle

Jan, 2019 - Apr, 2019

- Implemented and demoed stories that directly resulted in new client subscriptions, worth multiple-millions of dollars
- Fixed multiple bugs in the core application to remedy release block
- Teamed up with Automations to tackle testing debt by automating over 50 test cases

Software Developer | Dye & Durham

May, 2018 - Aug, 2018

- Implemented back-end REST-ful APIs for new Web Services using C#
- Utilized the ASP.NET framework to write screen scrapers to interact with existing Government websites and databases

Quality Assurance Analyst | pVelocity

Sept, 2017 - Dec, 2017

- Conceptualized testing scheme for a new product features
- Developed JavaScript functions to act as a test client to product API
- Designed and documented automated integration test cases

Backend Developer | SecureITLab

Apr, 2017 - May, 2017

- Implemented product APIs using PHP and MongoDB stack
- Upgraded the front-end using the Twig template engine and integrated backend APIS

PROJECTS

Tour Plus

- Formulated idea to connect tourists with local guides for personalized tours
- Engineered backend implementation by designing and writing RESTful APIs using Node.JS
- Coded in facial recognition features by connecting application to Kairos APIs

Dad, Make A Funny

- Programmed an android application to get dad jokes off of Reddit and display them on the screen
- Enhanced the application by coding in modern RecyclerViews and animations

Breakout

- Developed a graphical clone of Atari Breakout using XLibraries and C++
- Implemented non-blocking event loop for smooth consistent interactions

Chamber Crawler 3000

- Developed a Rogue inspired game for BASH using C++
- Architected the project to maximize code reusability by incorporating various design patterns

Photo Filtering Android app

- Created an Android application to fetch pictures over the network and display them based on rating based filtering system
- Implemented the app utilizing various activities and widgets