

Adil Muhammad Mian

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EDUCATION

University Of Waterloo

Bachelors of Computer Science
(Software Engineering Option)

- Expected Graduation: Fall 2020
- Current Term: 3A.
- Academic Standing: Excellent
- Maintaining "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
- JavaScript
- HTML
- CSS

FRAMEWORKS / TECHNOLOGIES

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

EXPERIENCE

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
- Took on additional work, in a tight-knit SCRUM team, to deliver product ahead of schedule

Quality Assurance Analyst | pVelocity

Sept, 2017 - Dec, 2017

- Conceptualized testing scheme for a newly introduced caching feature
- Developed JavaScript functions to act as a test client to product API
- Designed and documented test cases executed in the nightly Integration Test run

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

Chamber Crawler 3000

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

Breakout

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

Ragdoll Manipulation App

- Programmed a graphical application realizing a scene graph as a ragdoll, using Java's Swing library
- Enhanced the application by modelling in direct manipulation principles

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