Ahmed Ali

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SKILLS AND TECHNOLOGY

C++ | SOL | Java | C | Go | Haskell | HTML | CSS | Git | Flutter | Firebase | Object-Oriented Programming | Scrum & Agile | Data Structures & Algorithms | REST API | Software Quality Assurance

WORK EXPERIENCE

Software Engineer Intern

05/2022 - 08/2022

DigitalOcean

New York, USA

- Followed a rigorous cycle of development, testing and rollout steps to complete a migration for an internal tool
- Implemented the web server and front-end of an internal webpage using HTML. CSS and Go
- Implemented **unit tests** and performed manual tests of **mocked requests** to a running instance of the tool
- Set up a continuous deployment pipeline to deploy the program to a staging environment to run through a test plan to identify bugs before deploying the final version to production
- Engaged in a fully remote **Agile** environment and participated in meetings and code reviews

OA Developer Co-op

01/2022 - 04/2022

Vecima Networks Inc.

Burnaby, BC

- Developed and maintained **test cases** to meet functional requirements for GPS-based tracking devices
- Identified and **reported bugs** using **Jira**, verified fixes, and managed through to resolution
- Developed and maintained automated testing scripts using Sahi Pro to run regression tests
- Assisted in end-to-end testing of Web and Mobile Portals before each release
- Engaged in **Scrum** events through planning and estimation, daily Scrums, sprint reviews, and retrospectives

Software Developer (Volunteer)

09/2020 - 12/2021

MYM – Youth Community Organization

Surrey, BC

- Developed and maintained an **Android/iOS** mobile app using **Flutter** that allows users to check weekly scheduled programs, check prayer times and donate to the organization
- Implemented a convenient in-app donations feature via **PayPal API** to increase rate of donations by 15%
- Migrated organization-wide event scheduling via Google Calendar API to support web users, while storing previous event photos in AWS S3
- Structured an **Agile** development process by continually adding new features and gathering **user feedback** to improve the overall user experience, such as moving the prayer time **JSON** data onto **Firebase** to improve server reliability during peak traffic time

TECHNICAL PROJECTS

I Remember When | Academic

- Implemented lobby room-creation using **Java** and **Firebase** to allow real-time player synchronization for multiplayer functionality in an Android mobile game
- Integrated in-game video calling with **WebRTC** via the **Jitsi SDK** to allow players to interact virtually
- **Led team** of four as the **Scrum Master** by creating weekly meetings to address team dynamics and coached teammates to complete unfamiliar tasks during each sprint

S-Talk | Academic

- Created a chat facility using **UNIX UDP IPC** that enables a user from one terminal to communicate with a different user in another terminal using a **client/server model**
- Implemented in **C** using a kernel-level thread implementation for Linux to allow for **multithreading**

SQL Election Database | Academic

12/2021

- Created a **SQL Server database** to store data about Canadian federal elections using a given schema
- Implemented various **triggers**, **constraints**, **stored procedures**, and inserted data into the database

EDUCATION