

# Ahmed Ali

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## WORK EXPERIENCE

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### Software Developer

MYM

09/2020 - Present

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**.
- Extracted **JSON** data from an authoritative source for prayer times that have a limited ability to be forecasted.
- 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.

### Wireless Expert

Skynet Wireless

01/2018 – 01/2020

Surrey, BC

- Assisted over **50 customers per week** in determining cellular phone needs by asking open-ended questions and clarifying advantages and disadvantages of each product.
- **Trained new employees** by performing product demonstrations on the latest devices and technology.

## TECHNICAL PROJECTS

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### RISC-V Emulator | Academic

06/2021

- Developed an emulator that translates **RISC-V** machine code into **assembly code** that gets executed on an **x86 processor** using **C**.
- Created functions that simulate the instructions used in the regular **RISC-V architecture** by unpacking the 32-bit machine code given into the appropriate instruction type.

### I Remember When | Android Game Group Project

02/2021

- Implemented **lobby room-creation** using **Java** and **Firebase** to allow real-time player synchronization for **multiplayer** functionality.
- 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.

### LISP: Life is Short and Painful | Hackathon

11/2020

- **Collaborated** with teammates to create a **mobile/web game** using **Git** and **Flutter** to broaden collaboration skills with new people.
- Utilized a **distributed version-control system** using **GitHub** to help work in a **team environment**.

### Book Database | Academic

11/2019

- Demonstrated **object-oriented programming** in **C++** and modularity by partitioning classes into various cpp and header files to create an efficient book **database** that stores book records with various fields.
- Generated **unit tests** and checked for **memory leaks** using **Valgrind**.

## SKILLS AND TECHNOLOGY

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Java | C++ | C | Flutter | RISC-V | Firebase | Data Structures & Algorithms | Object-Oriented Design | Object-Oriented Programming | Computer Systems | Android Dev | Testing | Scrum & Agile | Linux | HTML | CSS

## EDUCATION

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Bachelor of Science - **Computing Science - Software Systems** (*intended*)  
Simon Fraser University

05/2017 - Present