

# Ahnaf An Nafee

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## Skills

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**Programming** (Python, JavaScript, Kotlin, Java, Groovy, GoLang, JUnit, Selenium, PostgreSQL, MySQL, WebGL, C#, C, C++, Haskell, SQLite)

**Tools & Frameworks** (Kubernetes, OpenShift, Jenkins, Docker, Puppet, Ansible, Metabase, React Native, SpringBoot, Node.js, React, Android Studio, Xcode, Postman, Code as Config, Infrastructure as Code, AWS, PostgreSQL, Lambda, Cloud Formation Stack, ERM, OAuth, Unity, Unreal Engine)

## Professional Experience

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**DevOps Engineer, Mindex (Contract Developer for Paychex)** 📄 Feb 2023 – Present | Rochester, NY

- *Architected and implemented an **automated** deployment pipeline for internal tools at Paychex that allowed development teams to **dynamically** spin up development and integration testing environments that resembled **production** environments*
- *Created a release **pipeline** that enabled users to select the required applications for the environment and control the **source control** branches of each application to deploy, along with the frequency of new versions automatically deployed to the environment*
- *Developed and executed a **tracking** mechanism and communication plan to **drive** developer adoption, which led to **opt-in** from users*

**Software Engineer, Dynasty 11** 📄 Sep 2021 – Feb 2023 | Wayne, PA

- *Optimized existing **React Native** codebase to **improve stability**, **reduce memory usage** and **enhance user experience**, resulting in a 40% **increase in mobile performance** within 3 months*
- *Streamlined build and deployment process by implementing automated **CI/CD** using **GitHub Actions** and **Maven**, resulting in an 85% reduction in manual work and **improved reliability** through **Serverless Lambda** monitoring functions*
- *Implemented a custom **Axios API** interceptor for seamless **CRUD** and **JWT token management**, improving **security** and **scalability***
- *Integrated third-party services and **OAuth services** with over 20+ **RESTful endpoints**, contributing to the development of a **scalable**, user-facing application and **increasing user engagement***

**Technical Programmer Co-op, PHL Collective** 📄 Mar 2021 – Sep 2021 | Philadelphia, PA

- *Integrated and **scripted** versatile game managers to streamline future design processes and **improve efficiency**, resulting in a more **efficient** and **effective workflow** for the development team*
- *Developed **parameterized shaders** with multiple variants for general stylized usage for **DC's Justice League: Cosmic Chaos**, enhancing **visual aesthetics and appeal***
- *Worked closely with the Art team to improve workflows and create simpler, **customizable shaders**, improving **collaboration and productivity***
- *Coordinated closely with the design team to identify problematic areas and **created relevant test cases**, ensuring the **quality** and functionality of the final product*

## Projects

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**PostScript Preview, Extension Developer** 📄 Oct 2021 – Present

- *Developed an **open-source extension** for Visual Studio Code to preview EPS and PS files using TypeScript*
- *Resolved user issues and **released updates**, resulting in over 2000+ **downloads** on the VS Marketplace*
- *Expanded extension functionality to support all platforms, providing a **seamless and engaging user experience***

## Education

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**BS in Computer Science, Drexel University** 2018 – 2022 | Philadelphia, PA

Concentration in Artificial Intelligence, Game Programming and Development

**Honors:** *magna cum laude*