

Aleem Ul Haq

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Education

McMaster University — Honours B.A.Sc Computer Science

Expected Graduation: December 2021

Experience

theScore — Software Developer

Toronto - April 2018 - August 2019

- Developed an automated testing pipeline using Jenkins CI, Appium and Cucumber BDD for theScore's mobile sports betting platform
- Implemented a Python framework to conduct load testing for API and server resources. Identifying and resolving major server and devops issues
- Wrote scripts to automate load capacity and latency testing of theScore's live chat feature
- Responsible for tracking, assessing and triaging bugs for theScore's internal bug tracking system

theScore — QA Automation Intern

Toronto - May 2016 - August 2017

- Contributed to development and testing of theScore's Android and iOS applications
- Developed UAT testing framework using Appium, which reduced a 2 week manual regression testing process to a 15 hour automated testing pipeline
- Over 500,000 lines of code contributions to theScore's GitHub repository

Extracurriculars

- **Outreach at McMaster** - Computer Science tutor
- **Canada Learning Code** - Software Design mentor

Languages

C#.Net, Java, Python, C++,
Javascript, Kotlin, HTML, CSS,
SQL, Haskell, Elm, Bash, YAML

Tools & Frameworks

Git, Jira, AWS, Azure, Jenkins,
Node.js, Selenium, Appium,
JUnit, TestRails, MySQL,
Docker, Android, Xcode,
OpenGL, Unity, Jupyter,
Google BigQuery, Splunk

Projects

Research Casino VR

A gambling casino environment built in Virtual Reality to help conduct experimental tasks for neuroscience and economics research. Built using C#, Unity, SQL, WFA

OpenGL Chess 3D

3D chess game developed with C++ and OpenGL. Implemented Ray casting, Object picking, Lighting, Textures, Alpha blending, Interactive camera and Shaders etc.