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ALEEM UL HAQ

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EMPLOYMENT

QA Automation Engineer   **theScore, Toronto**   **April 2018 – Aug 2019**

theScore Bet

- Implemented an automated testing pipeline using Appium, Cucumber BDD and Jenkins Continuous Integration for theScore BET
- Developed a Python framework to run load tests against company API and server capabilities. This helped identify major server and devops issues, which were resolved appropriately, before publishing the app to a production environment
- Wrote and automated scripts to test theScore Bet live chat's load capacity and latency

QA Automation, Intern   **theScore, Toronto**   **May 2016 – Aug 2017**

theScore Sports

- Contributed to developing and testing theScore's Android and iOS mobile applications
- Developed an UAT level Automated testing framework using Appium, which reduced a 2 week long manual testing regression process to a 15 hour automated testing pipeline
- Wrote and maintained automated tests while adhering to the nuances of cross-platform testing
- Followed SDLC (Software Development Life Cycle) - planning, development and measurement
- Responsible for bug triaging, priority assessment and coverage tracking of reported bugs into theScore's internal bug tracking system
- Over 500, 000 lines of code contributions on GitHub during the internship

LANGUAGES AND TECHNOLOGIES

- C#.NET; Java; Python, Objective-C; JavaScript; Kotlin; Elm; Google BigQuery; HTML; CSS; YAML
- GitHub; Jira; Selenium; Appium; Cucumber; TestRails; Azure; Jenkins; XCode; Unity

EDUCATION

Honours Computer Science   **McMaster University**   **Sept 2013 – Present**
Co-op (B.A.Sc.)

- Coursework: Algorithms and Design; Operating Systems; Engineering Entrepreneurship; Engineering Capstone

TECHNICAL EXPERIENCE

Projects

- **Research Casino VR (2019-20).** A final year university capstone project to build a realistic gambling casino environment in Virtual Reality. The project is used to conduct an experimental task related to an economics and neuroscience research paper. The researchers are able to study the effects of risk aversions, based on the player's experience and interaction in the VR world. Built using C#.Net, SQL, HTC Vive, Oculus and Unity
- **OpenGL Chess 3D (2017).** Developed a 3D chess game using C++ and OpenGL graphics library. Implemented Ray casting, Object picking, Lighting, Textures, Alpha blending, Interactive camera and Shaders etc.

VOLUNTEERING EXPERIENCE

- **Outreach at McMaster (2017-18).** Delivered guest lectures at elementary schools. Focused on developing interest in Computer Science and introduced basic programming concepts to develop games in Elm
- **Canada Learning Code (2019).** Mentored at Software Design, Javascript, Html and CSS workshops. Aimed at helping local communities learn and harness the power of emerging software technologies