# **ALEEM HAQ**

SOFTWARE ENGINEER

#### **DETAILS**

PHONE

+1 905 317 6224

**EMAIL** 

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LINKS

aleemulhaq.github.io

linkedin.com/in/aleemhaq

SKILLS

Java

Python

C#.NET

JavaScript (ES7+)

Ruby on Rails

Django

PostgreSQL

HTML & CSS

**REST API** 

React

Node.js

**AWS** 

NumPy

JUnit

Docker

Jenkins

iOS Development

Unity (game engine)

Appium & Selenium

Agile & Git workflow

#### **EDUCATION**

#### **Bachelors Computer Science, McMaster Univeristy**

Hamilton

May 2022

#### **EMPLOYMENT**

## Software Engineer, Equestrian Show Manager

Toronto

Mar 2021 — Aug 2021

- · Project Owner & lead full-stack Engineer
- Designed & built a payment transaction system, transforming the manual-in person to an online authenticated payment service, using Ruby on Rails, JavaScript, PostgreSQL and the Square API
- Rewrote our front-end components in React.js to improve user experience & received positive reviews

#### **Software Engineer, the Score**

Toronto

Apr 2018 — Aug 2019

- Collaborated across multiple teams to develop, test & launch the Score's Android & iOS mobile gambling applications
- Responsible for testing **Geolocation** & **Bet API**, to verify betting features are inaccessible in States with an effective online gambling ban

## Software Engineer Co-Op, the Score

Toronto

May 2016 — Aug 2017

 Developed a UI test automation framework with Appium for Android and iOS applications, reducing a 2 week manual testing process to a 15 hour automated CI/CD pipeline

#### Software Engineer in Test (SDET), Urbint

New York City

Aug 2021 — Dec 2021

- Developed a tool & web-app to monitor & conduct performance tests for the Urbint API & visualize metrics, integrated with Datadog, Jenkins & Docker
- Profiled API & SQL queries, and optimized them to decrease average HTTP request response rate by -63% (800ms to 300ms)
- Rewrote & modernized documentation for test infrastructure reducing new hire ramp-up time from 1 week+ to 1 day

## **PROJECT**

#### Casino VR, Behavioral Economics

- Virtual reality casino environment, built using C#, Unity (game engine) & SQL, to conduct experiments on risk aversion behavior
- Ability to customize ambient light and sound effects to determine how a change in an environment setting affects a gambler's decision making process