

Aleem Haq

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☎ (905) 317 - 6224

Education

McMaster University

Honors Computer Science
B.A.Sc
Graduated May 2022

Skills

Proficient: Java, Python, C#,
Appium, test automation, software
testing life cycle, PyTest, JUnit,
Unity

Familiar: C/C++, Javascript(ES7+),
SQL, Haskell, Html, CSS, Ruby on
Rails, Django, React, Node.js,
Docker, Jenkins, Git, Android

Projects

Casino VR

Developed an interactive virtual
reality casino environment, using
the **Unity game engine and C# for
object oriented game design**, to
conduct experiments for
neuroscience and economics
research on risk aversion behavior.
Built using C#, Unity and Sql

Text Processing ML

Built a machine learning package
to train linear classifiers and apply
logistic regression for classifying
sentences in a large dataset for
text processing.
Built using scikit-learn and Python

Experience

Urbint, New York – USA

Aug 2021 - Dec 2021

Intermediate QA Engineer

- Developed a tool to monitor and conduct performance tests for the Urbint API, integrated with Datadog and Jenkins
- Highlighted API performance issues and optimized SQL queries to **decrease average Http request response rate from 800ms to 300ms**
- Integrated test runs with Docker, Jenkins and Datadog to visualize and monitor metrics and analytics on performance dashboards
- Updated documentation for test infrastructure reducing new hire ramp-up time from 1 week+ to 1 day

Equestrian Show Manager, Hamilton – CAN

Mar 2021 - Aug 2021

Full Stack Developer

- **Solo developer of an authentication and payment service**, built using Ruby, Javascript and the Square API, for real-time online financial transactions. Upgrading the manual pay-in-person to an online checkout.
- Contributed towards development of a large SaaS application using Ruby on Rails, React.js and Cucumber BDD
- Rewrote various frontend components in React that provided an improved and seamless UI experience

theScore, Toronto – CAN

Apr 2018 - Aug 2019

Software Developer

- Collaborated across multiple teams to build a CI/CD pipeline for UI test automation using Appium and Cucumber BDD
- Responsible for tracking, assessing and triaging bugs for theScore's internal bug tracking system
- Mentored new team hires and helped build onboarding processes and technical documentation

theScore, Toronto – CAN

May 2016 - Aug 2017

Software Developer Intern

- Developed a UI test automation framework for Android and iOS applications, **reducing a 2 week manual testing process to a 15 hour automated pipeline**

McMaster Outreach, Hamilton – CAN

Sept 2019 - Aug 2020

Engineering entrepreneurship mentor

- Taught fundamentals of Elm functional programming using a custom graphical library intended to build games, art and animations
- Worked on bug fixes to improve the user experience for the McMaster Outreach webpage