

Aleem Haq

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Experience

Urbint — Intermediate QA Engineer

New York - August 2021 - December 2021

- Worked on applications that are integrated with Urbint's machine learning models using Django REST framework, Fast API and React.js
- Developed a Python framework to conduct load testing for the backend API, identifying and resolving major server and devops issues
- Introduced mutation testing and helped the development team transition to new testing strategies and modern QA practices

Equestrian Show Manager — Full Stack Developer (contract)

Toronto - March 2021 - August 2021

- Full stack development on a large SaaS application using Ruby on Rails, React.js and Cucumber BDD
- Added Square payment integration for real-time online financial transactions, upgrading the older pay-in-person manual payment system

theScore — Software Developer

Toronto - April 2018 - August 2019

- Developed an automated testing pipeline using Java, Jenkins CI, Appium and Cucumber BDD for theScore's mobile betting platform
- Wrote and maintained Python scripts for load and latency testing of theScore's live user chat feature
- Responsible for tracking, assessing and triaging bugs for theScore's internal bug tracking system
- Mentored new team hires and helped build onboarding processes and documentation

theScore — QA Automation Intern

Toronto - May 2016 - August 2017

- Developed a UI testing framework in Java for theScore's Android and iOS applications, reducing 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

Education

McMaster University

Honors Computer Science B.A.Sc
Hamilton (Graduating April 2022)

Languages

Java — Python — C# — C++ — C
Javascript — Ruby — Haskell — Sql
Kotlin — Go — Elm — Bash — Swift

Tools & Frameworks

Git — Jira — Ruby on Rails
Scikit-learn — PyTorch — Django
React — Jenkins — AWS — Node.js
Kubernetes — Appium — JUnit
TestRails — MySQL — Docker
Android — Xcode — OpenGL
Html — Splunk — K6 — CSS
Unity — Jupyter — Google BigQuery

Projects

Research Casino VR

Virtual reality environment to conduct experiments for neuroscience and economics research on risk aversion behavior. Built using C#, Unity and Sql

Text Processing ML

Machine learning linear classifiers and logistic regression to create and train models for text processing