ALEEM HAQ

SOFTWARE ENGINEER

CONTACT

PHONE
+1 905 317 6224

EMAIL
aleemulhaq@gmail.com

LINKS

aleemulhaq.github.io

linkedin.com/in/aleemhaq

SKILLS

Java

Python

C# .NET

JavaScript (ES7+)

Ruby on Rails

Django REST framework

PostgreSQL

Appium & Selenium

HTML & CSS

REST API

React

Node.js

AWS

JUnit

Docker

Jenkins

Unity (game engine)

Agile & Git workflow

EDUCATION

Bachelors Computer Science , McMaster University   Hamilton
Graduated 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 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

Software Engineer in Test (SDET) , theScore   Toronto
Apr 2018 — Aug 2019

- Implemented functional & UI test automation to test & deploy theScore's mobile & web gambling applications within a strict 8 months timeline
- Integration & **geo-location testing** of **APIs** to verify betting features are inaccessible in States with an effective online gambling ban

Software Engineer Co-Op , theScore   Toronto
May 2016 — Aug 2017

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

PROJECT

Casino VR, Behavioral Economics

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