

# ALEEM UL HAQ

SOFTWARE ENGINEER

## CONTACT

### PHONE

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## LINKS

[aleemulhaq.github.io](https://aleemulhaq.github.io)

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## SKILLS

Java

Python

C# .NET

JavaScript (ES7+)

Ruby on Rails

PostgreSQL

Appium & Selenium

HTML & CSS

REST API

React

Node.js

AWS

NumPy

JUnit

Docker

Jenkins

iOS Development

Unity (game engine)

Agile & Git workflow

## EDUCATION

### Bachelors Computer Science , McMaster Univeristy

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, theScore

Toronto

Apr 2018 — Aug 2019

- **Develop, test & launch** theScore's **mobile & web** gambling applications **within a strict 8 months timeline**
- **Integration, performance & 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**

### Software Engineer in Test II (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 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