Areez Visram

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Key Skills_

- Technologies: Python, JavaScript, Java, Ruby, Ruby on Rails, Lua, Node, Go, C, C++, Verilog, GraphQL, HTML/CSS, React, MySQL, Redis
- Object-Oriented Design, Software Architecture Patterns & Practices, Algorithms, Data Structures, Problem Solving, Full stack Development, Data Science, Operating Systems, Embedded Systems

Education

McMaster University

Hamilton ON, Canada

BACHELOR OF ENGINEERING (B.E.) IN SOFTWARE ENGINEERING CO-OP

Sep. 2019 - Present

- Software Engineering student, pursuing a Minor in Innovation & Entrepreneurship
- Dean's Honour List StudentCumulative GPA of 3.86/4.0
- President Award Entrance Scholarship Recipient for Entrance Average of 96%
- DELF A2 French Fluency Certified

Work Experience _____

Shopify Toronto, ON

BACKEND DEVELOPER INTERN

May 2022 - August 2022

- Contributed to a large Ruby on Rails monolithic app serving hundreds of millions of requests per day
- Wrote and shipped code directly affecting merchants and internal members on almost a daily basis
- Integral member of team that prototyped, designed and implemented a solution towards preventing Shopify merchants from overselling their inventory
- Made usability improvements to Rails application which simplify and improve productivity and workflow
- Protoyped an oversell protection solution which utilized MySQL instead of Redis
- Led a load testing effort designed to test the validity and performance of the SQL based solution
- Developed a Lua script to be used to load test the application, script controlled various factors to be changed during load tests
- Tracked Datadog metrics during load testing to measure the performance of SQL based solution
- Maintained a document with results of load tests including metrics, graphs and comparisons to baseline
- Wrote a technical document summarizing the outcome of the load testing and recommended a decision regarding the solution based on the results to Shopify leadership
- Participated in architecture design meetings to discuss solutions to complex software design problems
- Wrote unit tests for all code written over my internship
- Performed code reviews on team member's code, gave and received feedback on open pull requests
- Technical Environment: Ruby on Rails, Ruby, Lua, JavaScript, MySQL, GraphQL, Redis
 - Cloud: Google Cloud Platform, Docker, Kubernetes
 - Project Management: GitHub, Bugsnag, Datadog, Splunk

Signiant Ottawa, ON

CO-OP SOFTWARE DEVELOPER - FULL STACK DEVELOPER

January 2021 - August 2021

- Worked as a developer in a full-stack team to define, architect and implement product features
- Collaboratively developed features while gaining experience in various technologies and languages
- Built and deployed code in an AWS Cloud hosted environment, using the software development life cycle
- Gained experience working in a fast-paced agile story environment in the form of two-week sprints
- Presented at iteration demos to outline the work completed over the previous sprint to the entire company
- Used NodeJS to implement backend features with a focus on micro-service architecture
- Created Express REST endpoints to return data from DynamoDB and Elasticsearch through HTTP requests
- Developed various frontend features using React and Material UI based on strong UI/UX focused designs
- Used React Redux architecture, reducers, selectors and sagas to manage application state
- Designed, developed and deployed API Gateway and DynamoDB Stream lambdas

- Addressed technical debt items, including project generation improvements, AWS utility additions, and solved various errors, warnings and bugs across the platform
- Tracked, reported, and eliminated bugs through Papertrail and CloudWatch logs
- Participated in architecture design meetings to discuss solutions to complex software design problems
- Wrote unit and component tests to ensure high code quality with a minimum code coverage of 98%
- Wrote clear OpenAPI documentation for HTTP endpoints used by users and internal team members
- Performed code reviews on team member's code, gave and received feedback on open pull requests
- Technical Environment: JavaScript, NodeJS, ExpressJS, ReactJS, TypeScript, NoSQL
 - AWS: S3, DynamoDB, Step, Lambda, EC2, ECS, ElasticSearch, Athena, CloudWatch
 - Testing: Mocha, Chai, Sinon, Proxyquire, Nock, Jest, Testcafe
 - Project Management: BitBucket, Confluence, Jira, Trello, SwaggerHub, Datadog, Papertrail, JFrog

SalonEverywhere - a Division of Perma Brands Inc.

Toronto, ON

DEVELOPER INTERN

May 2020 - Sep. 2020

- One of the earliest developers at the company, helped take the company from start-up to an initial launch
- Performed frontend web design in Liquid, HTML, CSS, built backend system in platformOS and GraphQL
- Developed multiple chrome extensions to automatically send Instagram and Facebook posts to portfolio and inspiration boards in SalonEverywhere
- Used web scraping and data gathering techniques to build a database of 200,000 beauty organizations
- Developed an AI data pipeline to tag Instagram images with the beauty category they represent
- Set up integrations between various technology stacks such as Instagram, Facebook, Pinterest, Shopify, Thinkific through REST and GraphQL API Calls
- Technical Environment: platformOS, Liquid, GraphQL, HTML/CSS, NodeJS, JavaScript, Python, Postman, Deluge, Catalyst, AWS, Zoho CRM, MarketingHub, Desk, PageS, PageSense, Analytics

Projects

Personal Website

REACT, NODE, EXPRESS, JAVASCRIPTM CSS

- Developed my personal portfolio to showcase my skills, projects and work experience
- Skills Applied: Frontend Development, Backend Development, Web Design, Algorithms, Data Structures
- Hosted At: http://www.areezvisram.com
- **Source Code:** https://github.com/areezvisram/areezvisram.com

In Season Stanley Cup Tracker

REACT, JAVASCRIPT, CSS, FIREBASE

- Secure, smooth, responsive full stack application that tracks the winner of the In Season Stanley Cup
- More than 50 active daily users
- Skills Applied: Full Stack Development, Web Design, Relational Databases, Data Structures
- Hosted At: https://inseasonstanleycup.netlify.app/
- Source Code: https://github.com/areezvisram/In-Season-Stanley-Cup-Tracker

Photo Sketcher

REACT, JAVASCRIPT, HTML/CSS, PYTHON, FLASK

- Created a full stack application that allows a user to upload an image, which is then returned in the form of two hand-drawn pencil sketches
- Image sent from React frontend to Flask backend through storage bucket URL's
- Script in backend creates the two sketches using the Canny Edge Detection Algorithm
- Skills Applied: Frontend Development, Backend Development, Data Structures, Databases, Web Design
- **Hosted At:** https://photo-sketcher.areezvisram.com/
- **Source Code:** https://github.com/areezvisram/Photo-Sketcher

3D CAD System

C++, OPENGL, GLUT, MAKEFILE

- Developed a 3D CAD system using C++, OpenGL and GLUT
- Shapes can be added, deleted, scaled, rotated and translated like a CAD program
- Particles have real physics applied, program includes many more features, see README for details
- Skills Applied: Low-Level Programming, Computer Graphics Design
- **Source Code:** https://github.com/areezvisram/3D-CAD-System