AZIM SIDDIKI

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SKILLS

JavaScript, React, Next.js, Redux, HTML, CSS, SCSS, Ruby, Ruby on Rails, Rspec, Storybook, Mongoose, MongoDB, DynamoDB, Node.js, Express.js, Serverless, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, AWS S3, Cognito, Amplify, API Gateway

EXPERIENCE

Fullstack Software Engineer

<u>Stitch3D</u> March 2022 - Current

- Spearheaded the development of a beta platform for 3D file management within an accelerated time frame of 6 weeks, resulting in a triumph at USAA's "From Service to Startup" competition by Bunker Labs, securing a \$100K win.
- Orchestrated the architecture of robust frontend and backend solutions utilizing Next.js, MongoDB, AWS S3, Serverless Framework, and AWS Lambda, bolstering platform speed and scalability.
- Integrated Stripe API to facilitate seamless subscription management and payment processing, enhancing customer transaction experience.
- Engineered cutting-edge enterprise software solutions tailored for scalability and security, facilitating streamlined onboarding, robust data management, and efficient member oversight for large-scale organizations, driving operational excellence and compliance.
- Led and mentored a team of interns, assigning tasks that emphasized platform optimization and fostered professional development.

PROJECTS

WebFlix (React, Redux, Ruby on Rails, PostgreSQL, AWS S3)

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Webflix is a movie streaming platform inspired by the already existing popular streaming platform Netflix.

- Incorporated AWS S3 to implement efficient storage and retrieval of media allowing for users to have a broad selection of movies to browse and watch.
- Leveraged associations to create reference for genres, in order to search and display movies by genre.
- Implemented a unique live search feature by improving efficiency and size of API service requests effectively reducing loading time by 80% and updating displayed videos with each keystroke, creating a seamless user experience.

TalentShare (MongoDB, Express, React, Node)

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Social media application for creators focused around art, photography, music, and dance. Built using MERN stack.

- Led a team of four in design and development of the application, from backend to frontend, within a limited time constraint.
- Directed response data from API and employed event listeners and React lifecycle methods to dynamically change post and comment components
- Implemented associations between users' interactions and posts in order to update likes and comments.

Dino Might (Javascript, CSS)

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A simple JavaScript game that is similar in mechanics to Chrome Dino.

- Developed a unique and interactive game design and UI, through the use of CSS keyframes and animations.
- Implemented precise collision logic to detect if the dinosaur object has come in contact with the dynamite object.
- Generated levels strategically and varied the speed and difficulty of the game as the game continues in order to increase replayability by keeping the game challenging and entertaining.

FDUCATION

App Academy - Web Development

Spring 2021

Immersive 1000+ hour software development course with a < 3% acceptance rate and a focus on full-stack web development

Hunter College - Bachelor's Degree in Computer Science

Spring 2022 - Fall 2024