

Waqas Rehmani

Software Engineer

My interest in computer science emerged through videogames and since then, I have trained myself to be a diligent software engineer. I want to start my career in a challenging work environment where I can do my best.

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Education

March 2019 – December 2020	<ul style="list-style-type: none">The University of Melbourne Master of Software Engineering (with Business), WAM: 77.30
September 2014 – June 2018	<ul style="list-style-type: none">Bilkent University Bachelor of Computer Engineering, CGPA: 3.45Nanyang Technological University Bachelor of Computer Engineering, Study abroad semester
September 2012 – June 2014	<ul style="list-style-type: none">Nixor College (Cambridge International Examinations) GCE A Levels ["Economics", "Chemistry", "Physics", "Mathematics", "Further Mathematics"], Grades: 5 As
Extra coursework	<ul style="list-style-type: none">React Nanodegree – Udacity

Skills — The numbers ranging [1-5] tell the experience and fluency in the technology. The format is (experience, fluency).

Programming Languages & Technologies	<ul style="list-style-type: none">Web Dev: NodeJS (5, 5); ReactJS (5, 5); NextJS (5, 5); Redux (4, 3); jQuery (1, 4); JavaScript (5, 5);Cloud: Serverless Framework (4,4); AWS (3, 3); Google Cloud Vision (1, 2);Mobile Dev: React Native (4, 5); Android Studio (1, 4);Database: MongoDB (5, 5); DynamoDB (3, 4); SQL (2, 3); Oracle (1, 1);Deployment: Github Actions (1, 3); Heroku (3, 4);General: Java (3, 5); C++ (1, 4); Python (1, 2);
Graphics	<ul style="list-style-type: none">Unity (1, 2); Adobe XD (1, 5); Illustrator (2, 4); Photoshop (4, 5); HTML (5, 5); CSS (5, 5);
Familiar with	<ul style="list-style-type: none">Auth0; Pipelining; Machine Learning; MATLAB; AngularJS; Linear Programming; Concurrent Programming with Java; Modelling Complex Systems with Finite State Programming; High Integrity Systems with Ada & Alloy;

Experience

March 2018 – Till Date	<ul style="list-style-type: none">Frontend Developer: Swap Cup – Enactus Melbourne<ul style="list-style-type: none">Working with the Swap Cup team to create a cup sharing platform to reduce the environmental impact of plastic cup wastage.
November 2019 – Till Date	<ul style="list-style-type: none">Cofounder & Tech Lead: Track Arts<ul style="list-style-type: none">It a digital media company established in Pakistan to portray and promote the talents of underground artists.Currently working on the web application using NextJS and AWS services. You can find it on: www.trackarts.com.pk.
February 2018 – April 2018	<ul style="list-style-type: none">Front End Developer: tarla.io<ul style="list-style-type: none">Used React and JavaScript to design webpage components to improve UX.
August 2017 – September 2017	<ul style="list-style-type: none">Intern: Alkimiya Labs<ul style="list-style-type: none">Worked with a team to build a software system for delivery services in Pakistan so that people can send and receive items sitting at home.
August 2016 – September 2016	<ul style="list-style-type: none">Intern: Indus Valley Lab<ul style="list-style-type: none">Worked with a team to build a mobile app using Ionic Frameworks for a Malaysian client that allows problems to be reported in a certain area and then the local authorities can view and solve those problems.

Projects & Hackathons

September 2019	<ul style="list-style-type: none">Catalyst — Hackathon by C.I.S.S.A., University of Melbourne:<ul style="list-style-type: none">Won the 1st prize for "TREKK". It is an app that helps people choose their morning walk paths according to the chosen parameters: the level of crowdedness, level of traffic and level of greenery. The data for the three parameters is collected through the city's data APIs and Google Maps is used to display the route.
March 2019	<ul style="list-style-type: none">CodeBrew — Hackathon by C.I.S.S.A., University of Melbourne:<ul style="list-style-type: none">"Saint": An emergency app to connect first aids with users. When a user does sends out a distress signal, nearby first aids who are on active duty can respond to the distress.
March 2019 – December 2020	<ul style="list-style-type: none">University of Melbourne, graduate university projects:<ul style="list-style-type: none">Web Info Tech, "Cafeco": A web app made using React, NodeJS, ExpressJS and MongoDB to promote environment friendliness focusing on cafes. Users rate cafes according to how eco-friendly they are and then they get rewards for purchasing things from registered cafes.Software Processes and Management: Built a health appointment system using React, SQL and PHP. Learned software lifecycles like Agile and Waterfall and documentation for software.Software Requirements Analysis: Semester long project to gather requirements from the client and build a prototype.

	<ul style="list-style-type: none"> ▪ <u>Masters Software Engineering Project, “Coaching Mate Social Website”:</u> Worked in a team of five people in an agile environment to build a tailored social media website for Athletes for our client, “Tri-Alliance”. I was the development lead in the project, and we built the software on the MERN stack. The client was very happy with our version of the software. ▪ <u>Masters Advanced Software Engineering Project, “Paediatric SSQ”:</u> Worked in a team of 10 people in an agile environment to build a quiz-based software for our client Hearing Australia. The software is for people with auditory problems. It digitalises the current process of asking patients to fill out the quiz that helps identify the problem. Through this software, patients can fill up the quiz at their home without having to visit the clinician in person.
September 2014 – June 2018	<ul style="list-style-type: none"> ▪ Bilkent University, undergraduate university projects: <ul style="list-style-type: none"> ▪ <u>Bilkent.live:</u> Engineered this mobile app in a group of 5 people using Android Studio. The app gave information about what’s currently going on in the university (lectures, bus timings, restaurants timing). I was mainly responsible for designing the GUI and animations. ▪ <u>Databases Project using SQL:</u> A game client application like Steam. Used Java with SQL to build relational database of users and games. ▪ <u>Object Oriented Database and Programming:</u> Student course registration system using Java (at NTU). ▪ <u>Programming Languages:</u> Project assignments using Lex and Yacc. ▪ <u>Machine Learning Project:</u> Classifier that tells whether a new song is going to be a hit or not using certain features in the music based on previous data. ▪ <u>Computer Graphics:</u> Assignments using WebGL. Keyframes, animations, Gouraud & Phong Shading. ▪ <u>Urbscope:</u> Senior Year Capstone Project: <ul style="list-style-type: none"> ▪ A tourist app that identifies famous landmarks and tells a tourist what he/she can do in a particular city. Our project was one of the best projects and we won an award for it. ▪ The project was built in React Native using various REST APIs: Foursquare, Google Maps, Google Cloud Vision.. ▪ Freelance Projects <ul style="list-style-type: none"> ▪ Delivery app using React Native and AWS for a wholesale distributor, leading to reduction in delivery time by 50%.

Other

Languages	English (bilingual); Urdu (bilingual); Hindi (fluent); Turkish (beginner); Spanish (beginner);
Achievements	Undergraduate: High Honour/Honour Roll. Graduated top 10% in department with cum laude. Senior Project Awards: Best Demonstration Award in FYP. Hackathons: 1 st Prize in Catalyst.
Interests	astrophysics; computers; civilization VI; engineering; music production; video production; graphic design; piano; guitar.