

Azeez Abass · Software Engineer · Video Game and Web Developer

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🐙 <https://github.com/ducklin5/>
🔑 <https://gitlab.com/ducklin5/>

WORK EXPERIENCE

- | | |
|-----------------------|---|
| Aug 2023
–Sep 2024 | Software Engineer 2
Intuit · Edmonton <ul style="list-style-type: none">» AICE Templado .. AI widget builder» Mileage widget» Universal Reports Service fixes» RTB |
| Jun 2022
–Aug 2023 | Software Engineer 1
Intuit · Edmonton <ul style="list-style-type: none">» Templado feature, fixes, releases and storybook automated releases» Dashboard add and remove feature» Performance improvements for PnL and Expenses and Dashboard» Intern onboarding |
| May 2021
–Dec 2021 | Associate Game Programmer Co-op
Improbable Canada (Inflexion Games) · Edmonton <ul style="list-style-type: none">» Designed and implemented a project standard asynchronous asset loading system to improve memory performance of Inflexion's Nightingale» Nativized core data structures and logic from Unreal Engine 4 Blueprint to C++ to improve gameplay performance and code readability» Refactored and improved old gameplay logic to meet new player inventory requirements |

EDUCATION

- | | |
|-----------|--|
| 2017–2022 | Computer Engineering (Software Option) Co-op
B.Sc. · University of Alberta
5 year program including 2 internships |
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SOFTWARE DEVELOPMENT SKILLS

Programming Languages:

Proficient: C/C+ Python Javascript Rust

GDscript UE4 C++ UE4 Blueprint

Familiar: Java Kotlin Lua Assembly OpenGL

GLSL LaTeX

Technologies: React Jest Android Godot

Unreal Engine

PROJECTS

- | | |
|------|---|
| 2019 | Traitor's Arena
🔑 TRAITORS-ARENA · GDscript <ul style="list-style-type: none">» Developed a multiplayer roguelike shooter using Godot game engine» Built and integrated at least 3 core game mechanics including randomized map generation, dynamic actor switching and dynamic teaming» Optimized multiplayer performance using entity interpolation and lag compensation algorithms to reduce perceived latency from 50ms to 10ms |
| 2019 | Sudoku Solver
🔑 IDEA3 · C++, OpenCV <ul style="list-style-type: none">» Built a custom sudoku solver capable of solving variable sized puzzles» Used computer vision techniques to detect sudoku puzzles in images using OpenCV image processing library |
| 2018 | TweetHeat - Twitter Heat Map
🔑 TWEET-HEAT · JavaScript, Python, Flask <ul style="list-style-type: none">» Collaborated in a team of 4 to build a web-based heat map of tweets using Leaflet and the Twitter API» Won in Edmonton's 2018 HackEd Beta Hackathon (20 teams) |

ADDITIONAL INFORMATION

- » Engineering Safety Course (CSTS) Completed
- » Experience with 3D modeling in Blender and CAD in Fusion 360
- » Willing to relocate

WORK EXPERIENCE (CONT'D)

Jan 2020
–Aug 2020

Software Developer Co-op

Intuit · Edmonton

- » Implemented enhancements to the navigational accessibility of QuickBooks Online to allow keyboard only navigation for all 4 million+ customers
- » Rebuilt legacy Dojo-based components with React (Javascript) to modernize a shortcut modal, improving its accessibility and load speed in the process
- » Led Navigation team stand-up meetings and collaborated to solve up to 50 significant accessibility issues

Jun 2016
–Aug 2016

IT support intern

International Institute of Tropical Agriculture · Ibadan

- » Resolved technical help desk requests by directing support staff to on-site clients
- » Provided technical support by troubleshooting and repairing a variety of computer systems and printers for clients
- » Safely installed/replaced network cables in 2 buildings to optimize network connectivity

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