

Azeez Abass, BSc · Software Engineer · Generalist Programmer

📍 Relocating to ON

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#ReactExpert #UI/UXDesign #TeamCollaboration #BestPracticesAdvocate #GameInterfaceImplementation
#FeedbackIntegration #CreativeGamification #ContinuousImprovement #DesignInput

Game Developer with a knack for React, dedicated to crafting immersive experiences through game programming and audio plugins. Adept at juggling projects, showcasing adaptability and quick learning prowess. Proficient in C++, Java, and Python, with a solid foundation in game design principles. Collaborating seamlessly with artists and programmers to create engaging games across consoles, PCs, and mobile platforms. Enthusiastic about innovation and best practices, always ready to whisk fantasy worlds into life with a sprinkle of creativity

EDUCATION

2017–2022	Computer Engineering with a Software Specialization, Co-op BACHELOR OF SCIENCE (BSc) · University of Alberta - 5 year program including 2 internships
2022	Fundamentals of Reinforcement Learning & Sample-based Learning Methods CERTIFICATE · University of Alberta (Coursera) - 3 certificates
2017	Construction Safety Training System (CSTS) CERTIFICATE · University of Alberta

TECHINICAL SKILLS

Programming Languages:

» Proficient: C/C++ Python Javascript Rust GDscript UE4 Blueprint

» Familiar: Java Kotlin Lua Assembly OpenGL GLSL LaTeX

Technologies: React Jest Godot Unreal Engine Splunk Amplitude Qualtrics Cit Perforce

3D Modeling & CAD: Blender Fusion 360




WORK EXPERIENCE

Aug 2023 –Sep 2024	<div>Software Engineer 2</div> <div>Intuit · Edmonton</div> <ul style="list-style-type: none">» Boosted user sentiment by 30% in 6 months by thoroughly investigating and fixing data accuracy issues in customer-facing products, utilizing React and Java/Kotlin for frontend and backend systems and resolving calculation defects in homepage insights.» Revolutionized financial insights implementation by leading a 3-person team in building a GenAI system, cutting average implementation time from 60+ days to just two weeks.» Developed CI/CD pipeline using Jenkins to automate Storybook change request deployments to GitHub Pages, streamlining processes and eliminating manual build requirements.» Ensured 24/7 stability and responsiveness for QuickBooks Online's (QBO) homepage, serving 4M+ global customers by managing production-ready releases and high-priority hotfixes during on-call rotations.
Jun 2022 –Aug 2023	<div>Software Engineer 1</div> <div>Intuit · Edmonton</div> <ul style="list-style-type: none">» Enhanced user experience by implementing a customizable widget gallery on QBO, resulting in a 20% increase in user satisfaction.» Streamlined development and verification process by implementing continuous delivery pipeline, resulting in 15-minute time savings per change request and reducing manual effort for developers daily.» Revamped Intuit's charting and templating library, standardizing user experience of charts and insights, achieving consistency across QBO and other Intuit products» Maximized user satisfaction and functionality by successfully migrating and maintaining four widgets on Intuit's template library, proactively resolving issues and ensuring continuous operation.

WORK EXPERIENCE (CONT'D)

May 2021 –Dec 2021	Associate Game Programmer Co-op Improbable Canada (Inflexion Games) · Edmonton <ul style="list-style-type: none">» Designed and implemented a more efficient asynchronous asset loading system for Inflexion's Nightingale, improving memory performance.» Revamped gameplay performance and code readability by converting core data structures and logic from Unreal Engine 4 Blueprint to C++, increasing efficiency and clarity.» Revamped gameplay logic to meet new player inventory requirements
Jan 2020 –Aug 2020	Software Developer Co-op Intuit · Edmonton <ul style="list-style-type: none">» Revitalized navigational accessibility for 4M+ customers to allow keyboard-only navigation enhancements to QBO.» Modernized shortcut modal by rebuilding legacy Dojo-based components with React (Javascript), improving accessibility and load speed.» Resolved 50 accessibility issues through leadership and collaboration in stand-up meetings with the Navigation team.
Jun 2016 –Aug 2016	IT support intern International Institute of Tropical Agriculture · Ibadan <ul style="list-style-type: none">» Resolved technical help desk requests and provided troubleshooting and repair support for various computer systems and printers.» Installed/replaced network cables in two buildings, optimizing network connectivity for improved efficiency.

PROJECTS

2023	 Rage Modules · C++, Rust <ul style="list-style-type: none">» Developed a collection of realtime audio and signal processing modules for VCV Rack (DAW)
2019	 Traitors Arena · GDscript <ul style="list-style-type: none">» Implemented a realtime pitch shifting algorithm based on cutting edge academic research» 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 · 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

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