

WORK EXPERIENCE

Aug 2023 –Sep 2024	<div>Software Engineer 2 Intuit · Edmonton</div> <div><div>» Collaborated in an agile team of 3 to build a GenAI-based system for the creation of QuickBooks Online (QBO) homepage widgets, reducing the development time from 1 month to 2 weeks</div><div>» Conducted thorough investigation and documentation of frontend (React) and backend (Java/Kotlin) systems to identify and fix calculation defects in homepage insights resulting in improved data accuracy</div><div>» Built a CI/CD pipeline on Jenkins to automatically deploy Storybook change requests to GitHub Pages, removing the need to build changes locally which reduced the development cycle by 15 mins</div><div>» Released production-ready changes and managed high-priority hotfixes and support requests during on-call rotations, ensuring stability and responsiveness of QBO homepage for all 4 million+ global customers 24/7</div></div>
Jun 2022 –Aug 2023	<div>Software Engineer 1 Intuit · Edmonton</div> <div><div>» Implemented a customizable widget gallery on QBO to address customer requests for the ability to hide some homepage widgets, increasing user sentiment by 20%.</div><div>» Delivered improvements to Intuit's charting and templating library, to standardize the user experience of charts and insights, achieving consistency across QBO and other Intuit products.</div><div>» Migrated 4 existing widgets onto Intuit's template library and maintained them, ensuring continuous functionality and user satisfaction by addressing issues through proactive fixes and investigations.</div><div>» Facilitated onboarding interns by providing documentation, code reviews, and guidance, enabling them to contribute & deliver value swiftly, resulting in intern satisfaction and improved confidence.</div></div>

EDUCATION

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

Programming Languages:
Proficient: <div>C/C++</div> <div>Python</div> <div>Javascript</div> <div>Rust</div> <div>GDscript</div> <div>UE4 Blueprint</div>
Familiar: <div>Java</div> <div>Kotlin</div> <div>Lua</div> <div>Assembly</div> <div>OpenGL</div> <div>GLSL</div> <div>LaTeX</div>
Technologies: <div>React</div> <div>Jest</div> <div>Storybook</div> <div>Godot</div> <div>Unreal Engine</div> <div>Splunk</div> <div>Amplitude</div> <div>Qualtrics</div>

PROJECTS

2023	<div>Rage Modules</div> <div><div>» RAGEMODULES · C++, Rust</div><div>» Developed a collection of realtime audio and signal processing modules for VCV Rack (DAW)</div><div>» Implemented a realtime pitch shifting algorithm based on cutting edge academic research</div></div>
2019	<div>Traitor's Arena</div> <div><div>» TRAITORS-ARENA · GDscript</div><div>» Developed a multiplayer roguelike shooter using Godot game engine</div><div>» Built and integrated at least 3 core game mechanics including randomized map generation, dynamic actor switching and dynamic teaming</div><div>» Optimized multiplayer performance using entity interpolation and lag compensation algorithms to reduce perceived latency from 50ms to 10ms</div></div>
2019	<div>Sudoku Solver</div> <div><div>» IDEA3 · C++, OpenCV</div><div>» Built a custom sudoku solver capable of solving variable sized puzzles</div><div>» Used computer vision techniques to detect sudoku puzzles in images using OpenCV image processing library</div></div>

ADDITIONAL INFORMATION

<div>» Engineering Safety Course (CSTS) Completed</div> <div>» Experience with 3D modeling in Blender and CAD in Fusion 360</div> <div>» Willing to relocate</div>
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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 project standard asynchronous asset loading system to improve the 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
Jan 2020 –Aug 2020	Software Developer Co-op Intuit · Edmonton <ul style="list-style-type: none">» 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 <ul style="list-style-type: none">» 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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