EMAD AHMED

ca.linkedin.com/in/emaduahmed
github.com/emadahmed97

SKILLS

PROGRAMMING
Java
C++
Python
PostgreSQL
Android
JavaScript
HTML/CSS

TOOLS
Eclipse
Sublime/Atom
Android Studio
Git

FRAMEWORKS
Django
AngularJS
Node.js
Qt
Bootstrap

EDUCATION

UNIVERSITY OF WATERLOO
Candidate for BASc,
Systems Design
Engineering

Relevant Courses

Graphics
(SolidWorks)
Digital Computation
(C++)
Digital Systems
(Arduino)
Design
(UI/UX)

INTERESTS

NBA
Working out
Podcasts
Sports Media
Machine Learning

EXPERIENCE

EVERTZ MICROSYSTEMS | SOFTWARE DESIGN ENGINEER
SEPTEMBER 2016 – PRESENT | BURLINGTON, ON

- Added preview functionality to video player by allowing users to seek to a specific point of a large file and buffering from that point using FFmpeg libraries
- Reduced load time and optimized efficiency of database by only using database if the user has specified a point in the video they wish to seek to which reduces initial load on the database

TVR COMMUNICATIONS | SOFTWARE ENGINEER
JANUARY 2016 – APRIL 2016 | BURLINGTON, ON

- Reduced load time and database usage of the Channel Lineup page by 50% through efficient database querying and caching with Hibernate
- Independently designed and developed a new module for TV product that allows deployment staff to release SQL scripts with metadata about hardware for new builds
- Added new sorting feature for channel lineup that orders channels by user preference based on hospital location and advertisers
- Added cloning feature for TV Channels across multiple hospitals that resulted in 25% less time spent to activate a Hospital by Deployment Staff
- Implemented a new logging functionality that allows system administrators to easily identify which workflows are slowing the system using logging APIs

PROJECTS

EASYNOTE | ANDROID APP
APRIL 2016 - PRESENT

- Built a note-taking app that allows users to create notes and save them to the device's persistent storage
- Added multiple screen support and used SQLite Database to store user information and preform CRUD operations

FADEAWAY HOOPS | WEBSITE
APRIL 2016 - PRESENT

- Currently developing web application which allows fans to write their own articles about the current topics in the NBA
- Using Django and PostgreSQL in backend to store user's posts, account information and handle authentication and permissions
- Used Django Rest Framework to make asynchronous calls via REST API to the database with AngularJS used for comments sections and viewing articles

FEELSLIKE | ANDROID APP
MARCH 2016 – PRESENT

- Designed and developed a simple Android app that displays the temperature of a particular city and a brief description of the conditions
- Implemented a Wind-Chill calculator that reads the temperature from a location and displays the 'Feels Like' temperature