SOFTWARE ENGINEER

FAIZ **MOMIN**

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US Citizen, Canadian Citizen

SKILLS

- **Languages:** Python, Java, Javascript, C, C++, C#, Scala, Groovy, HTML, CSS, SQL, MIPS, Pygame
- **Tools:** Amazon Web Services (AWS), GCP, Bash, Robot Operating System (ROS), Git, REST API, Arduino, Unity, Windows, Linux
- **DevOps Tools**: Docker, Kubernetes, Jenkins, Ansible, Terraform, Vault, Chef InSpec, Prometheus, Grafana, Jira, LDAP/AD, Kafka, Cloud Computing
- Able to master new skills quickly and adapt to new employment guidelines efficiently.

EXPERIENCE

DevOps Engineer, ECONOMICAL INSURANCE — *SEPTEMBER 2020 - CURRENT*

- Created and maintained fully automated **CI/CD** pipelines for code and infrastructure deployment.
- Used **Jenkins, Ansible** and **Terraform**, using **Vault** to manage secrets with **LDAP/AD** authentication methods.
- Currently migrating on-premise infrastructure to **AWS**, designing highly-available and cost effective solutions.

Technical Specialist – DevOps (Co-op), ECONOMICAL INSURANCE — *MAY 2020 - AUGUST 2020*

- Interned at Economical Insurance as a team member on the DevOps Engineering team, using various tools and technologies such as **Docker**, **Jenkins**, **Ansible**, **Terraform** and **Chef InSpec**.
- Designed highly-available and cloud agnostic architecture to deploy high performing software solutions through an automated pipeline.

Software Developer – UW Robotics, UNIVERSITY OF WATERLOO — *SEPTEMBER 2019 – APRIL 2020*

- Used **ROS** and **C++** to design and implement software for the University of Waterloo's Mars Rover.

CERTIFICATIONS

- AWS Certified Solutions Architect - Associate, AMAZON WEB SERVICES (Issued July 2020)
- AWS Certified Cloud Practitioner, AMAZON WEB SERVICES (Issued June 2020)

PROJECTS

Tangible, UNIVERSAL TOUCHSCREEN APPARATUS

- Created a product which utilizes an **Arduino** along with an array of 6 **ultrasonic sensors** to bring **full touch screen functionality** to any surface, notably computer/laptop displays lacking a touch screen.
- Developed and debugged the main control system, **signal processing**, and **signal noise reduction** in **C++** to achieve accurate inputs from the user and allow a smooth and convenient experience for any user.
- Designed and implemented the **TangibleOS**, a set of **custom applications** that have been integrated into an intuitive home screen interface in **Python, Java** and **Unity**.

Highway Surfer, ARCADE GAME

- Created a top-down endless racing video game using **Python** and **Pygame** with an up-to-date **leaderboard** using **Python File Handling** to create a text-based **database** to persist top performing players and their scores.
- Designed a **fully functional menu screen** interface which included instructions and **player customization**.

EDUCATION

2019 – 2024 (Expected)
Bachelor of Software Engineering, UNIVERSITY OF WATERLOO