SOFTWARE ENGINEER

FAIZ MOMIN

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US Citizen, Canadian Citizen

SKILLS

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

EXPERIENCE

May 2020 - Present

Technical Specialist - DevOps, ECONOMICAL INSURANCE

Interning 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.

September 2019 – April 2020

UW Robotics, SOFTWARE TEAM

Used **ROS** and **C++** to design and implement software to complete subtasks for the University of Waterloo's Mars Rover in preparation for the annual University Rover Challenge.

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