

Haaris Yahya

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[GitHub](#)

[LinkedIn](#)

EXPERIENCE

Industry X Developer

May 2024 – Present

Accenture — Mississauga, ON

- Led data migration initiatives utilizing 3DEXPERIENCE, SolidWorks, and Citrix, ensuring seamless transfer and integrity of complex engineering data
- Developed and implemented automation scripts using Java and PowerShell to streamline data processing workflows and that reduced manual effort by 45%
- Developed and thoroughly tested a Windows service integration application that streamlined the clients safety process and ensured data reliability using C#, SQL Server and Postman
- Working with a healthcare client on data migration, developing and testing Java features with JUnit/Mockito, Git, Azure DevOps (CI/CD), and gaining exposure to Apache Camel, Kafka, Docker, and Kubernetes.
- Led and mentored extracurricular initiatives by developing a Python-based algorithm to optimize mentee-mentor matching for a mentorship program that was deployed globally across Accenture

Software Engineer Intern

September 2023 – December 2023

LiteSpace — Remote

- Engineered and evolved the hybrid and remote scheduling feature using TypeScript, Tailwind.CSS, GraphQL, MongoDB, and Figma
- Played a pivotal role in LiteSpace's launch by conducting rigorous testing and debugging with team and CTO
- Collaborated with a dynamic team to develop, test, and deploy new front-end and back-end features
- Ensured scalability and performance using a microservices architecture
- Utilized GitHub Actions for seamless continuous integration and delivery

Software Developer Intern

May 2022 – September 2022

Ontario Public Service — Toronto, ON

- Developed a full-stack application including migration of Microsoft Access database to cloud SQL server using ASP.NET, C, and ReactJS
- Enhanced and updated Ontario courts' websites using React.JS and WordPress
- Supported staff with feasibility studies, including cost/benefit analyses and business requirements
- Provided support on system integration analysis and user acceptance testing (UAT)

PROJECTS

Scavenger Hunt Website

July 2025 – August 2025

- Developed an interactive scavenger hunt website for my partner using React, React Router, and JavaScript, enabling users to unlock and progress through clues sequentially based on their location.

- Implemented protected routes and progress tracking to prevent users from skipping ahead, ensuring a structured game flow.
- Designed a responsive UI with TailwindCSS, optimized for both desktop and mobile play.
- Deployed to [production](#) with GitHub Pages/Vercel, ensuring accessibility and seamless user experience.

Niagara Museum Timeline Application

January 2023 – April 2023

- Led development of interactive timeline system web application using JavaScript, Svelte, HTML, and CSS
- Enhanced accessibility features including Text-to-Speech and front-end elements, increasing usability for diverse audiences
- Utilized Agile-Scrum methodology and Git for version control
- Project available at: [Musuem Timeline](#)

Chess Application

September 2021 – December 2021

- Constructed Chess program with AI using alpha-beta pruning and Minimax algorithm in Java
- Implemented multiple difficulty levels and GUI using Java AWT Swing
- Available on [GitHub](#) along with additional projects including Maze solving, Book Cypher Encryption, and Connect4

SKILLS

Languages: Python, HTML, CSS, JavaScript, TypeScript, Java, C, C++, C#, ReactJS, Assembly
Tools & Technologies: ReactJS, Svelte, Node.js, ASP.NET, .NET, GraphQL, REST APIs, Microservices, jQuery, SASS, Bootstrap, SQL Server, MySQL, Azure DevOps, CI/CD Pipelines, Docker, Kubernetes, Azure, Confluence, JIRA, Git, Postman, Android Studio, Visual Studio Code, LaTeX
Soft Skills: Leadership, collaboration, problem-solving, adaptability, client communication, analytical thinking, multilingual (English, Urdu, Punjabi, Hindi)

EDUCATION

Brock University

September 2020 – June 2023

Honours Bachelor of Science in Computer Science

- GPA: 3.81/4.0, nominated for 50 financial awards based on merit.

McMaster University

September 2015 – June 2019

Honours Bachelor of Science in Life Science

- GPA: 3.3/4.0, graduated with Honours and on the Deans Honour's List