Humza Faheemuddin

University of Waterloo | Bachelor of Mathematics | Class of 2020
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 humzauddin27 | humzauddin27 | https://humzauddin27.github.io/pw

SKILLS

Languages: C, Python, Java, Scheme, C#, C++, HTML, CSS, JavaScript, Bash

Software: Unity3D, Unreal Engine, Adobe Photoshop

WORK EXPERIENCE

OPENTEXT CORPORATION
Quality Specialist | January 2017 – April 2017

- Wrote various automated tests against Windows & Linux environments for release version of a new product used by over 50,000 customers via Selenium & WebDriver
- Improved outdated test cases to run 250% more efficiently by removing unnecessary code and pulling information from REST API
- Discovered and corrected bugs that were found in UI of web application
- Assisted adjusting web application UI to be responsive for mobile browsing

ENVIRONMENT & CLIMATE CHANGE CANADA
Computer Programmer & Support | May 2016 – August 2016

- Facilitated analytical queries via Python scripts to extract time stamped data for later assessment and statistical comparison
- Optimized backup times from up to 20 hours to maximum 30 minutes via Batch scripts to automate scheduled backups

PROJECTS

ROLLER | Unity & C#
March 2017

- 3D game where user controls a ball to gather cubes and reach goal without falling off course
- Created custom levels that require different mechanics to complete levels, motivated by classic games

EPL SCORE PREDICTOR | Java
October 2015

- Data-driven application for forecasting scores between two teams within the English Premier League
- Based on statistics from the 2014-2015 season

COUNTRY GUESSER | Java
November 2014

- Application that guesses a user-selected country based on yes or no questions
- Lead two other team members in implementation and documentation of code

GALAXY | Python
January 2013

- Game that was designed to help learn Tkinter graphics and interacting with user-input
- Created functional AI which chases you on two different difficulties