

Humza Faheemuddin

University of Waterloo | Bachelor of Mathematical Studies and Computer Science Minor, Co-op
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SKILLS

Languages: React, Redux, React Native, C++, Python, Java, C, JavaScript, HTML, CSS

Software: Unity3D, Unreal Engine, Adobe Photoshop

WORK EXPERIENCE

BESPOKE METRICS INC.

Frontend Developer | September 2017 – December 2017

- Implemented audit system allowing communication between data administrators and subcontractors using libraries such as Immutable.js and Redux-Sagas for asynchronous data fetching for absent or incorrectly entered data
- Internationalized COMPASS web application using React-Intl, allowing for application users to view the site in a locale of their choice
- Created auto-formatting number field which would update text's appearance as user types

OPENTEXT CORPORATION

Software Engineer | 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- Improved outdated test cases to run 250% more efficiently by removing unnecessary code and pulling information from REST API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

PROJECTS

WHERE AM EYE | React & React Native

Planned for Mid-2018

- A guessing game that pulls a snapshot from a random location in the world using Google Maps API's 'StreetView', and then pits the user against a clock and other users to guess the location

SORCERY | C++

December 2017

- Advanced two player card game based on Hearthstone with several card types
- Implemented using several object-oriented concepts including Decorator & Template design patterns
- Text based graphics used to display Player and Opponent's board, graveyard and hand, planned to im

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 Football League using a custom, fine-tuned algorithm
- Based on statistics from the 2014-2015 season