Inaam Azeezur-Rahman

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EDUCATION

University of Toronto — GTA, ON
Bachelor of Arts in Computer Science, Minor in Business — *Sep. 2021 – May 2025*

Turner Fenton Secondary School — Brampton, ON
International Baccalaureate Program — *Sep. 2017 – June 2021*

EXPERIENCE

Website Developer and Social Media Marketing Associate — May 2020 – Present
Crescent Home Staging — *Remote, ON*

- Developed full-stack web application using Bootstrap, AngularJS
- Administer social media platform such as Instagram and Facebook to promote the business
- Actively monitor the traffic on the website and promote business

Passport Officer — March 2020 – June 2020
BLS International (Govt of India) — *Brampton, ON*

- Working fast and efficient to an estimated of 100+ verify passports and approve information to acquire Visa, Passport Renewal, Police Clearance Certificate, etc
- Communicate with clients in person and providing immediate feedback
- Digitizing data and monitoring business operations using technologies like Microsoft Office and internal management software

PROJECTS

Discord Bot | *Python, Flask, Threading* — June 2021 – Present

- Developed a multi-functional Discord Bot that can play mini-games, provide a weather report of anywhere in the world, imitate the user and provide uplifting quotes
- Implemented using ZenQuotes and Weather API to hold up to date information
- Integrated few mini-games specifically rock paper scissors, small guessing games, etc
- Used Threading and Flask in order to keep the discord bot active forever
- Implemented the idea to mimic user response through using a Trie Tree structure to mimic user output with logical sense

PremDictor | *Python, NumPy, Pandas, Flask, Jinja* — Jan 2019 – Feb 2019

- Participated in HackTheNorth2020++, known to be Canada's Largest Hackathon
- Developed a predicted standing of the 2020 season of the Premier League using raw data and developing statistical models using NumPy and Pandas which in turn resulted in the model being 90% accurate
- Developed the web application to be interactive with HTML and CSS (Bootstrap) and a Flask back-end server with SQLite3 database storage and Jinja templating engine

Snake | *Java GUI, Git* — June 2019 – August 2019

- Developed the infamous snake game using Java Swing GUI
- Implemented through Apache Netbeans IDE
- The game comes with a loading screen, instructions page and leader-board
- Collaborated with a group of 3 people to develop program and write up technical reports

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML/CSS
Frameworks: React, Node.js, Flask, Jinja
Developer Tools: Git, VS Code, Visual Studio, PyCharm, Netbeans, Eclipse, Repl.it
Libraries: Pandas, NumPy