

General Resume – Irtaza Ansari

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Highlights of Qualifications

- Strong communicator with experience presenting technical demos and HCI projects to both technical and non-technical audiences.
 - Hands-on developer with expertise in Python, Java, and C/C++, focused on modular design, performance optimization, and real-time logic.
 - Professional experience in backend development, building APIs, integrating databases, and deploying applications with modern DevOps tools.
 - Skilled in UI/UX design using ReactJS, Node.js, and Adobe Creative Suite, with a published portfolio of accessible, responsive prototypes.
 - Technically versatile: proficient in system-level programming (C, ARMv8), full-stack web development, and cross-platform OS optimization.
 - Experienced in project coordination using Gantt Pro and Microsoft Project to deliver team-based software assignments under deadlines.
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Experience

Junior Backend Developer – VeoluxAI (Remote, Calgary, AB)

Aug 2025 – Present

- Developed and maintained robust backend APIs powering AI-driven web and mobile applications.
- Integrated and managed scalable database solutions using MongoDB and PostgreSQL.
- Implemented server-side logic and RESTful endpoints with Node.js and Express.js.
- Collaborated with frontend teams to ensure seamless client-server integration.
- Assisted in deploying, monitoring, and maintaining applications using Docker and AWS EC2.
- Optimized database queries to improve performance and efficiency.
- Participated in code reviews, debugging, and Agile development processes.

Tech stack: Node.js, Express.js, PostgreSQL, MongoDB, Docker, AWS, Git

Education

Bachelor of Science in Computer Science – University of Calgary

Graduated June 2024

Awards / Bursaries:

- Student Peer Assistance Undergraduate Bursary (Fall 2020)
- Undergraduate Tuition Reinvestment Bursary (Jan 2021)

Relevant Coursework:

- Human-Computer Interaction – Built and evaluated interactive systems, usability-tested projects.
 - Human-Robot Interaction – Modeled behaviors for intelligent systems.
 - Mixed Reality Application Design – Prototyped AR/VR interactions.
 - Advanced Programming Paradigms – Applied Haskell & Prolog to algorithmic challenges.
 - System-Level Programming – Developed concurrent C++ processes.
 - Assembly & Low-Level Systems – Translated C to ARMv8 Assembly for hardware-level understanding.
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Projects & Research

- **Angry Bird Clone (JavaFX):** Physics-based 2D game with JUnit testing and GUI logic.
 - **2D Truck Game (Python Turtle):** Real-time driving game with obstacle detection.
 - **Text-Based ASCII Game (Python curses):** Terminal game with interactive state management.
 - **Text File Processor (Python sys):** CLI utility for large text file parsing and transformation.
 - **SNES Controller Driver (C on Raspberry Pi):** Interrupt-driven I/O controller built bare-metal.
 - **LED Pattern Simulator (C on Raspberry Pi):** GPIO-based LED sequences with interrupt timing.
 - **Web Design Portfolio (ReactJS & Node.js):** Interactive, responsive web apps with SQL backend.
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Technical Skills

Languages: Python, Java, C, C++, JavaScript, HTML/CSS, ARMv8 Assembly, Haskell, Prolog, SQL, VBA

Frameworks & Tools: Node.js, Express.js, ReactJS, JUnit, NumPy, Bash, Gantt Pro

Databases: PostgreSQL, MongoDB, SQL (relational design)

DevOps & Cloud: Docker, AWS EC2, Git, Agile

Development Environments: Eclipse, IntelliJ, VS Code, WebStorm

Software: Microsoft Office Suite, Power BI, Visio, Adobe Creative Cloud (Photoshop, Illustrator, Premiere Pro, Audition, Acrobat DC)

Operating Systems: Windows (NT–11), macOS (10.6–13), Linux (Ubuntu, Fedora, Mint, WSL), iOS, Android

Virtualization & Systems: VMware, VirtualBox, Parallels, Boot Camp; ARM-based optimization and troubleshooting.

Personal Projects

- **Personal Portfolio Website:** Central hub for projects & designs. Continuously update and maintain a portfolio showcasing academic and personal projects.
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Interests

- **Digital Creativity:** Designing with Photoshop, Illustrator, and Premiere Pro.
 - **Tech Exploration:** Testing and optimizing OS/virtualization environments.
 - **Interactive Media:** Exploring HCI, Mixed Reality, and human–machine interaction.
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