

JAMI BOY MOHAMMAD

647-720-0416 • jbmohamm@uwaterloo.ca • www.jamiboy.com

JavaScript • Python • Java • C++

EDUCATION

CANDIDATE FOR BACHELOR'S OF SOFTWARE ENGINEERING
UNIVERSITY OF WATERLOO

Class of 2018
Waterloo, Ontario

EXPERIENCE

FULLSTACK SOFTWARE ENGINEER

2016

EVENTBRITE

San Francisco, California

- Implemented a tool that allows users to **customize** the site's **web widgets**
- Maintained the site's purchase flow, where around **4 million tickets** are processed every month
- Mostly utilizing **JavaScript** and **Python**, with **Marionette.js** and **Django** frameworks

FRONTEND SOFTWARE ENGINEER

2015

REMIND101

San Francisco, California

- Improved and maintained the **React.js** web app, deployed regularly to the **5 million daily active** users
- Implemented **desktop notifications** using the HTML5 Notifications API
- Created an internal **component viewer** for designers to easily tweak the app's components

SOFTWARE TEST DEVELOPER

2015

BLACKBERRY LIMITED

Waterloo, Ontario

- Improved and maintained the test infrastructure of the **BES12**, implemented mostly in **Java**
- Optimized the database layer's tests to **double in coverage** without increasing run time
- Created **robust, independent, and expandable tests** using the **TestNG framework**

SOFTWARE ENGINEER

2014

IMAGGLE INCORPORATED

Minato-Ku, Tokyo

- Implemented push-notifications in the native iOS app, utilizing **Objective-C** and **JavaScript**
- Built a prototype REST server using **node.js**, **MongoDB**, **S3** & **EC2**
- Created a landing page using **HTML/CSS/JavaScript**

PERSONAL PROJECTS

FULLSTACK WEB DEVELOPER

2015

BEARDED NINJA

bearded-ninja-3194.herokuapp.com

- An open-source chat service with focus in persistent user activity in a session
- Designed and implemented the front-end, mainly using **AngularJS** and **Twitter Bootstrap**
- Built the backend server in **node.js**, with **MongoDB** as the database

SERVER DEVELOPER

2014

TELEPONG

telepong.herokuapp.com

- A game of Pong that uses Android/iOS devices as paddles and computers for displays
- Built the server for access between devices, with **node.js** and **socket.io**
- Developed during the **Facebook Hackathon 2014**, and was granted an **honourable mention**