

Jawadur Rashid

Software Developer

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Technical Skills:

Languages:

- Java
- C++/C
- JavaScript
- HTML/CSS
- SQL
- Python

Technologies:

- Node.js
- PostgreSQL
- MySQL
- MongoDB
- jQuery
- Appium
- Selenium
- Espresso
- JUnit
- Mockito
- CI (Jenkins)
- Git

Education:

University of Waterloo

B.A.Sc Computer Engineering

2016-2021

Interests:

- Hackathons
- Basketball
- Fitness
- Reading
- Food
- Travelling

Experience

Android Developer – Yellow Pages/RedFlagDeals

Sep 2017 - Dec 2017

- Developed a draft manager using **SQLite** and the **Room Persistence Library** allowing users to seamlessly save and restore content
- Implemented a flyer browser that displays tile-based images and supports zoom functionality using **TileView** and **Glide**
- Created a feature enabling users to report inappropriate posts and implemented complimentary view and click tracking
- Employed search suggestions based on user's previously searched queries
- Utilized the Google Play Services gradle plugin to display the open source software notices of libraries used in the app
- Ensured optimal code functionality and reliable Android UI using Espresso, Mockito and JUnit testing

Agile Software Test Engineer – TribalScale

Jan 2017 - Apr 2017

- Architected and developed automated tests using **Java**, **Appium** and **CI** to accelerate release cycles and **increase efficiency** of the testing process by more than **60%**
- Collaborated with engineering directors to integrate new tools, process changes and produce user and technical requirements for test automation
- Discovered **1000+** bugs and detailed their production using Excel, Pivotal Tracker and Fabric



Projects

Top 10 Free App Leaderboard - Java/Android Studio

May 2017

- Developed an Android app that displays the top 10 free downloaded applications from the iTunes Store
- Implemented various Java classes to parse and manipulate XML data from a downloaded RSS feed

Budget Plus - Javascript

Dec 2017

- Created a budget application that seamlessly computes a budget based off user inputted incomes and expenses
- Architected application using the **Module Pattern** to construct an interdependent and maintainable code base
- Applied concepts of **DOM manipulation** and **event delegation** to implement core UI interactive functionalities

Simple - JavaScript/Node.js/MongoDB/Express/EJS

In Progress

- A full-stack E-Commerce web application that will allow users to purchase high quality and affordable products
- Employed a user authentication and profile infrastructure using **Node.js** and **Mongoose** to map a native user schema to a **MongoDB** database

2048 Clone Android Game - Java/Android Studio

May 2017

- Hand-gesture controlled clone of the renowned puzzle game "2048"
- Integrated event handling and data processing for motion sensors while following **object oriented programming** principles

FIRST Robotics - Java/Robot C/AutoCAD

Sep 2013 – June 2016

- Successfully conceptualized, designed and built a Robot for the annual FIRST Robotics competition as part of a team; won the Rookie-All Star Award at GTR East and the Sportsmanship Award at VEX Provincials