

Jawadur Rashid

Software Developer

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Technical Skills:

Languages:

- C/C++
- Java
- HTML5/CSS3
- JavaScript
- Python

Technologies:

- Android Studio
- jQuery
- Bootstrap
- Appium + Selenium
- Git + Subversion
- Adobe Photoshop

Education:

University of Waterloo

B.A.Sc Computer Engineering

2016-2021

Experience

Agile Software Test Engineer - TribalScale

Jan 2017 - April 2017

- Architected and developed automated tests using Java and Appium to accelerate release cycles and increase the efficiency of the testing process by more than 50%
- Worked in an agile environment and practiced continuous integration and delivery; demonstrated comprehensive knowledge of the **agile software development lifecycle**
- Displayed immaculate communication, collaborative, and problem-solving capabilities working closely with other developers and client stake-holders to ensure that the product is effectively pushed into the market
- Discovered 500+ bugs and crashes and detailed their reproduction using Excel, Pivotal Tracker and Fabric

FIRST Robotics - FRC/VEX Competitions

Sep 2015 - April 2016

- Created a multi-structured program using **Java/RobotC** that integrated individual functions for various tasks; driving, picking up and placing objects in designated locations and shooting targets into projectile motion
- Co-designed and implemented valid test processes to determine performance, durability and usability of robot and programs

Projects

Top 10 Free App Leaderboard - Java/Android Studio

February 2017

- Developed an application that displays the top 10 free downloaded apps from the iTunes Store
- Implemented various Java classes to parse and manipulate XML data from a downloaded RSS feed
- Incorporated principles of **asynchronous programming** and **multithreading** through Android's AsyncTask class

YouTube Video Player App - Java/Android Studio

March 2017

- Integrated YouTube API to enable playlist and single video playback functionalities via an embedded player view
- Applied knowledge of **event-driven programming** and callbacks

2048 Clone Android Game - Java

May 2017

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

Personal Website - HTML/CSS - Starter Hacks

March 2017 - Present

- Created website with responsive design using HTML and CSS to host personal portfolio

ShapeClick - HTML/CSS/JavaScript

March 2017

- Developed a game that tests user-reaction time by measuring the time taken for the player to click on randomly positioned, sized, and coloured shapes