Muhammad Ali Malik

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Profile Summary

A highly motivated and self-driven software developer with a strong willingness to learn and a passion to demonstrate great work to peers. Thrives in teamwork, with proven experience in object-oriented programming and design. Possesses a knack for problem solving and the passion to deliver meaningful products to customers via Test-Driven Development.

Skills

Programming	Java · Dart · Git Source/Version Control · Agile Development · Object-Oriented Design
Web/Mobile	Flutter Framework · HTML/CSS/JavaScript · UI Development
Soft Skills	Lifelong Learning · Excellent Work Ethic · Collaborative Team Player

Education

Honours Bachelor of Commerce, Information Technology (E-Commerce Development)   *Toronto, ON*

York University   Expected October 2022

- Member of Dean's Honor Roll (all semesters)

Relevant Coursework

Object Oriented Programming · Sets and Logic · Designing User Interfaces · Systems Analysis and Design · Software Systems Architecture · Web Technologies · Using and Designing Databases

Experience

York University - Tech Doc Student Organization   *Toronto, ON*

Programming Fundamentals Course Director, Executive Team Member   Aug. 2020 – Present

- Contacted personally by the Club's president to collaborate and design a programming course catered to students outside of Computer Science and Information Technology.
- Building a comprehensive, 6+ week long course covering programming topics such as: data types, debugging, designing basic algorithms, beginner object-oriented concepts, and implementing coding solutions. To be presented on club's Discord channel.

York University – Residence Life   *Toronto, ON*

Resident Assistant   Aug. 2020 – Present

- Exhibiting teamwork by managing the largest University Residence of **140+** community members, collaborating with 9 team members from different backgrounds, implementing residence wide programming and assisting residents.
- Increased resident attendance in virtual community meetings by **281%** over the course of two months by implementing social media advertising and partnering with residents.
- Demonstrating highly developed communication and collaboration skills by leading weekly team meetings, engaging in peer reviews, and sharing work for feedback.
- Achieved a **40% (25% being average)** resident response rate for mid-year performance evaluation with 85% strongly positive responses.
- Solving real residence problems by assisting residents, performing building rounds, participating in team events, all while maintaining a GPA above **3.5**.

Personal Technical Projects

Food Expiration Tracking App | GITHUB   *Toronto, ON*

Technologies Used: Flutter Framework, Dart Programming Language, Git, Firebase   Jan. 2021

An app that keeps track of the expiration dates of my groceries to prevent them from going bad.

- Identified functional requirements and designed a low fidelity prototype by using Adobe XD. Familiarized myself with Adobe XD in one day.
- Architected the application by utilizing object-oriented programming best practices, design patterns and prevented the redundancy of code in **10+ classes**.
- Identified test cases and performed unit testing in the development environment by utilizing developer tools, speeding up the overall development process by 5 days.
- Learned Firebase in one day and connected the front-end UI to back-end Firebase Realtime database.

Spending Analysis App | GITHUB   *Toronto, ON*

Technologies Used: Flutter Framework and Dart Programming Language, Git   Aug. 2020

- Taught myself Dart in **two months** and implemented the Flutter Framework to design and develop a mobile app that records and analyzes my personal expenses.
- Took initiative to learn Git source control, pushing commits to a remote repository, which helped implement technical specifications in smaller chunks.
- Learned and integrated the Flutter API kit within the codebase to develop a custom feature, which helped output daily expenses as a percentage of total weekly spending.
- Utilized the Flutter documentation as a guide to architect the codebase, contributing to quality best practices, ensuring testable and clean code.
- Utilized Developer Tools to perform automated regression testing, speeding up error-finding and ensuring proper functionality of the codebase.