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EDUCATION

Honours in Bachelor of Science (Computer Science and GIS)

University of Toronto – 2022

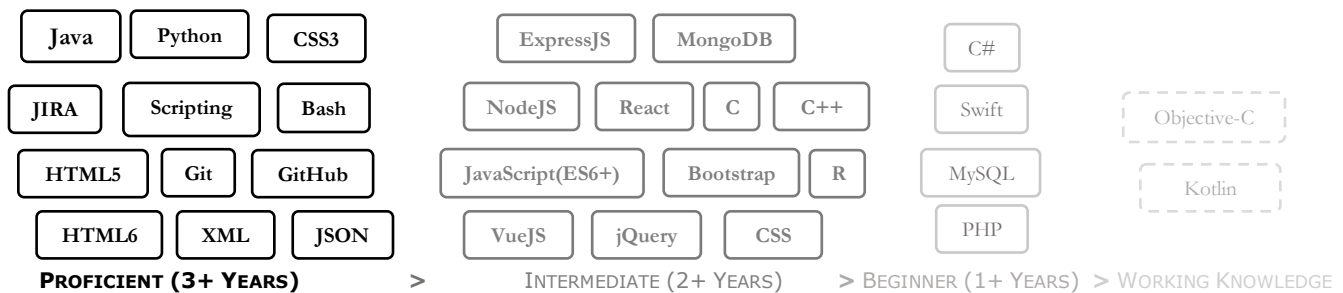
QUALIFICATION

Languages: Java, Python, HTML5,6, CSS, JavaScript (ES6+), C, C++, Bash, MongoDB, GraphQL, JSON, XML, MySQL, R.

Tools: Git, GitHub, Jira, VScode, PyCharm, Eclipse, IntelliJ, Slack, MySQL, UML, Adobe Suites, Adobe XD, Figma, Prismic.

Frameworks/Libraries: NodeJS, ReactJS, VueJS, Redux, Vuex, jQuery, Bootstrap, Vuetify, Styled Components, GatsbyJS, NextJS, NuxtJS, ExpressJS, Selenium, Pytest, SciPy, NumPy, Pandas.

TECHNICAL SKILLS (LANGUAGES | TOOLS | FRAMEWORKS/LIBRARIES)



PROFILE

A University of Toronto graduate with an Honours Bachelor of Science in Computer Science and Geographic Information System (GIS), advanced coding skills, strong written and oral communication, self-motivation, and a desire to advance professionally. I am passionate about full-stack web development, AWS services, cloud infrastructures, and user experience design. I have years of experience working in and leading teams in an agile environment and building new SaaS platforms.

PROFESSIONAL EXPERIENCE

GDSC (Google Developer Student Club) Full-Stack Developer

Jan 2022– April 2022

- Designed and developed user websites using React, Node JS, Express and Mongo DB. Provided up-to-date modern website designs with dark mode functionality.
- Creating and maintaining of API test framework using Python/Pytest.
- Supporting UI automation in Java/ Python/ Selenium.
- Worked in an agile team setting and saw the project from conception to finished product.
- Using data modelling and analysis to inform and illustrate solutions.
- Liaising with clients and other staff members to project parameters and maintaining expert knowledge of technology solutions
- Provided various technical and software support to students with the developed product.
- Being the first point of contact and providing advice for the duration of the project to clients and staff members
- Used a JWT-based authentication system for user accounts.
- Completed multiple iterations and redesigned the entire site structure, navigation, and interactivity using Figma to accomplish website objectives.
- Established standard code development and migration process within development, staging, and production environments for a consistent methodology.
- Set communication guidelines for sprint meetings to ensure code quality by seeking mentoring from senior developers
- Designed, developed, and implemented core features including a custom booking system, and an admin panel.
- Designed and developed APIs while meeting both technical and consumer needs.
- Created CRC cards, schedules, system design, UML classes, GitHub readme, Jira backlog, and burndown charts for each sprint.
- Started sprints by updating product backlog and criteria of satisfaction for each task.
- Ended sprints by updating our system design, UML classes, and GitHub readme.

GIS Analyst

- Worked closely with city mentors and team members to meet project goals, requirements, and desired timelines using Waterfall & Agile Methodology.
- Created and maintained test strategies for manual and automation testing.
- Data manipulation and advanced mapping automation using model builder through python code (ArcPy).
- Used statistics, open-source data, and research to discover patterns and trends with the help of spatial mapping software to create a finalized recommended location that met the criteria for the city.
- Responsible for maintaining and testing web functionality. Updated code content, and fixed bugs from support tickets via Microsoft Teams.
- Ensured to be available at all times of the day to support staff and clients with technical support and software help.
- Designed databases, supported colleagues using GIS, and integrated GIS with other technology. Also created well-written reports on their findings.

Routeability

Jan 2021– August 2021

Junior software developer

- Mobility through data that maps urban pedestrian infrastructures in a comprehensive, accurate and reliable way. Leverages leading-edge technology to efficiently capture and map the current state of urban pedestrian infrastructures and develop a pedestrian route that enables all levels of mobility.
- Developed, tested, and maintained several web and desktop-based business applications.
- Prepared reports and manuals on the status, operation, and maintenance of software.
- Analyzed and resolved technical application problems and provided third-level support to business users.
- Worked with teammates in the migration of applications to current Microsoft technologies.
- Created a portal for collectively gathering and sharing spatial data to improve accessibility.
- Created and maintained test strategies for manual and automation testing.
- Data manipulation and advanced mapping automation using model builder through python code (ArcPy).
- Used statistics, open-source data, and research to discover patterns and trends with the help of spatial mapping software to create a finalized recommended location that met the criteria for the city.
- Responsible for maintaining and testing web functionality. Updated code content, and fixed bugs from support tickets via Microsoft Teams.
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SGS Canada

October 2019- Sept 2021

Transportation and Logistics Operations

- Commercial Vehicle tracking uses software to monitor and manage a fleet of vehicles. Collecting and storing coordinate data and displaying it using Google API.
- Collect data on location and vehicle health, as well as driving behaviour and fleet productivity.
- Adhering to assigned routes and following time schedules.
- In direct contact with clients and colleagues. Review orders before and after delivery to ensure that orders are complete, the charges are correct, and the client is satisfied.

University of Toronto

March 2018- August 2018

GIS and Multimedia Student Assistant

- Digital mapping and geospatial creation and editing
- Organizing paper maps and digital data holdings
- ArcGIS Pro tutorial video creation including editing and uploading
- Providing reference referrals to appropriate staff
- Gathering, entering, and analyzing data, including manipulating data and cleaning up data sources.
- Mapping is used to provide general assistance to students, staff, and faculty in technical support at the University of Toronto.

EXTRACURRICULAR ACTIVITIES

Drone operations

- Able to fly drones for the purposes of data collection.
- Thorough understanding of Canada Flight Supplement and Designated Airspace Handbook.
- Able to manipulate, address and interpret aerial data using Remote sensing software.
- Providing accuracy assessments in compliance with RMSE.
- Active backcountry camping and backpacking.

Embedded Systems Projects

- Custom-built Raspberry Pi web server able to connect remotely from anywhere using SSH (PHP, Apache2, MySQL).
- Built a WiFi remote Raspberry Pi-based Remote Controlled Car hard coded with python with PTZ camera functionality.
- Custom-built RetroPie gaming setup emulator with a built-in projector to game 10000+ retro titles from anywhere.
- Built a cellular-powered backup Internet connection in case of ISP shortages or power outages, network security monitoring, local processing and storage for all servers and security devices.

Reference available upon request