Minhal Shanjer

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Software Development Engineer

Developer with a history of designing scalable architectures, developing APIs/user interfaces, leading end-to-end product feature design, and deploying software solutions. Leveraged multiple programming languages and frameworks to deliver high-quality code. Worked with teams to analyze requirements, identify improvement opportunities, and implement strategies aligning with technical and business goals. Capable of shaping the future of global operations, financial systems, and human resource technologies.

Core Competencies: SDLC • Full Stack Development • Scalability & Accessibility • DevOps Delivery Model • Requirement Analysis Security Implementation • User-Centric Design • Agile Methodologies • API & UI Development

Technical skills: JavaScript • Java • Python • C++ • ReactJS • Ruby on Rails • Flask • Java Spring Boot • Redux • Git • Jenkins • Docker • AWS Microsoft Azure • PostgreSQL • Unix • HTML • CSS

EDUCATION

Bachelor of Computer Science – University of Waterloo, Sept 2017 – May 2022

Related Coursework: Object-Oriented Software Development, Algorithms & Data Structures, Computer Security & Privacy, Introduction to Artificial Intelligence, Introduction to Database Management, User Interfaces.

PROFESSIONAL EXPERIENCE

Software Developer - Axonify | Jan 2022 – Present | Waterloo, ON

Engineered user-accessible functionalities by using Backbone, ReactJS, and Typescript during the entire development process. Leveraged Swiper JS library to create a checklist carousel for infinite scrolling by syncing backend paginated data. Researched and assessed libraries for feature requirements, prioritizing future maintenance ease.

- Enabled integration of 5 save game files/session in existing video games using a session-based approach with an array structure.
- Validated and optimized redesigned game-saving feature for scalability and quality compliance.
- Integrated Nudge features into Axonify's core app through library research, story breakdowns, and carousel and drag-and-drop components development using SwiperJS and RTKquery.
- Upgraded HighCharts library within the Axonify App, enhancing accessibility and keyboard navigation across the platform.
- Acknowledged by management and invited to present the HighCharts integration at a developer meeting.
- Addressed urgent client-support tickets, implementing hotfixes to maintain client satisfaction and minimize disruptions.
- Updated Katalon test suites to run individual test cases, saving time and maintaining accurate branch testing.

INTERNSHIP EXPERIENCE

Software Developer - PlayStation (Sony Interactive Entertainment) | Sept 2021 – Dec 2021

- Developed checkout process for PlayStation 5 console by using React Native and Redux with Designers and Product Owners.
- Established a Jenkins multi-pipeline job for running ESLint and unit tests on every Git commit for a recently developed code library.
- Crafted string management library to accommodate queries/requests related to legal text from different platforms, including the PS4, PS5, and the PlayStation website.
- Detected API issues impacting client-side developers by creating customized integration tests for APIs via Jest and TypeScript.

Javascript Developer - Axonify | Jan 2021 – Apr 2021

- Contributed to upgrading core web product from jQuery 1.7 to 3.5 and tailored ESLint rules for detecting and auto-correcting deprecated jQuery functions.
- Built a JavaScript browser game with company's engine and composed a tutorial guide for new developers.
- Utilized Backbone.js and Marionette.js to incorporate new API endpoints for asynchronous SCORM module uploads.

Software Engineer - Dematic | Sept 2019 – Dec 2019

- Crafted responsive web screens using Angular, Polymer, and JavaScript to ensure adaptability across various devices.
- Boosted Microsoft Azure virtual machine creation speed by 45% through consolidation of Azure CLI code into PowerShell and implementation of parallel processing in Bash scripts.
- Authored a Python script to compile patch notes for different application versions.

Web Developer - Bronte College | Jan 2019 – Apr 2019

- Streamlined HR operations by engineering an employee dashboard system in Ruby on Rails.
- Leveraged Microsoft Graph API to sync Outlook Calendar events with a local calendar in a Rails application, implementing scheduled background jobs for new events retrieval from Outlook.
- Applied OAuth 2.0 authentication for user slogin through the utilization of Microsoft Graph API.
- Directed file uploads to Microsoft Azure, a cloud computing platform, for storage and processing.

PROJECT

Worklist (Nov 2020 – Present): Created a resume dashboard using ReactJS/Redux for creation and preview, developed a Flask/Postgres REST API for CRUD operations and downloads, and crafted customizable resume templates with HTML and CSS.