Nazmus Saqeeb

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Education

University of Toronto Toronto, ON
Honours Bachelor of Science, Computer Science, Software Engineering Specialist *2019 – 2023*
Cumulative GPA of 3.5/4

Technical Skills

Languages: Python, C/C++, Java, JavaScript/TypeScript, C#, Bash, Haskell, HTML, CSS/SCSS, Matlab, SQL
Frameworks/Libraries: React, React Native, Node, Jest, TypeORM, Django, Angular, Mongoose, Express, scikit-learn, NumPy, Pandas, matplotlib, JUnit, Material-UI
Developer Tools: Git, Docker, JIRA, Bitbucket, Android Studio, XCode, Storybook, Swagger, VSCode, Valgrind, AWS, Google Cloud Platform, Eclipse

Experience

Junior Software Developer May 2022 – Dec. 2022
Red Thread Innovations *Toronto, ON*
- Contributed to Sinapi Mobile, a multi-platform mobile banking app aimed at empowering women entrepreneurs in Ghana by increasing their financial literacy.
- Developed 15+ features and resolved 150+ bugs across multiple projects, improving functionality by 10% and enhancing stability and performance by 90%.
- Built and tested modular React/React Native components using the VIPER design pattern and Storybook.
- Developed REST APIs with Node and TypeORM that were tested with Jest and documented with Swagger.
- Enhanced an internal React UI library, expediting interactive component implementation for all projects by 40%.
- Collaborated with a team 20 of engineers, designers, and product owners in an agile scrum environment.

Full-Stack Software Developer May 2021 – Sep. 2021
The BRIDGE @ University of Toronto *Toronto, ON*
- Partnered with Centennial College to launch finddining.ca, a City of Toronto-funded initiative aimed at providing vital support to local restaurants during the pandemic.
- Delivered features such as filtered search, image and video upload, and events using Angular and Django.
- Led source control management and spearheaded enhancements to the agile production pipeline, resulting in a 15% increase in productivity.
- Engaged stakeholders from The City of Toronto to gather requirements and transform them into tangible features.

Open Source Contributions

scikit-learn Apr. 2023
- Created a small demo for SLEP006: Metadata Routing, a large architectural change to the API and functionality.
- Added unit tests with 100% coverage of the added lines of code in the 3 updated classes.

Projects

Algorithm Visualizer | *React, Express, Node, MongoDB, AWS* Aug. 2023
- Designed and developed algorithm-visualizer.net, an Algorithm Visualization website (Quicksort, BFS, etc).

African Impact Challenge Website | *React, Express, Node, MongoDB, Agile* May 2021 – Aug. 2021
- Designed and built a Community and E-Learning website with loose requirements from the client.
- Collaborated with a team of 6 in an Agile environment for 4 sprints to deliver a high-quality website.

Compiler for MiniC | *C++, llvm, ANTLR* Jan. 2023 - May 2023
- Developed a compiler for MiniC, a subset of C, utilizing OOP design patterns and principles.
- Optimized IR to improve performance and created unit tests with over 90% coverage.

PintOS Operating System Enhancements | *C, Assembly, Docker* Jan. 2022 – May 2022
- Implemented kernel threads, user programs, virtual memory, and file systems enhancements.
- Optimized the round-robin scheduler to priority donation, then to a multilevel feedback queue scheduler.

Robot Soccer | *C, Robotics, Signal Processing, A.I., Computer Vision* Nov. 2021
- Utilized a Lego NXT Robot, its C APIs, and Computer Vision to create a soccer playing A.I. robot.