Syed Sabih Ali

Software Developer

Experience

ShipNow Information Technology | Software Developer

Nov, 2020 - Present | Sydney, Australia

- Working with React framework for web applications and using it to create complex frontend features.
- Writing application interface code with HTML/JSX, CSS/SASS and JavaScript/TypeScript.
- Fetching and managing data from the backend server with the help of RESTful APIs and translating it into re-usable React components.
- Working with other related concepts such as Redux, Git, Mocha

Upwork & Fiverr | Freelance Web & iOS Developer

Oct, 2020 - Jul, 2021| Melbourne, Australia

- Developing small to large level Web Apps & iOS Apps for clients.
- Applied Apple's Swift development language to code native apps for iOS platform.
- Developed ability to self troubleshoot problems by running into problems and getting stuck during the development phase.
- Applied Agile software development methodology to elevate final products and streamline development efforts.

Education

- **RMIT University**
  Bachelor of Information Technology
  2016 - 2020 | Melbourne, Australia
- **Govt. Dehli College**
  Grade 12 | Pre-Engineering
  2013 - 2014 | Karachi, Pakistan
- **BVS Parsi High School**
  Grade 10 | Computer Science
  2012 | Karachi, Pakistan

Projects

PokenDex | Language: Swift | Platform: iOS

URL: https://github.com/originpulses/PokenDex

- PokenDex is an iOS app created to simulate a real life Pokedex.
- Identify any Pokemon by taking a picture of it's toy or card and the app will display relevant information about that Pokemon by retrieving information from PokeAPI.
- The app covers the following aspects of iOS knowledge:
  - REST API Networking.
  - Core Data.
  - CoreML.
  - Unit/UI Testing.
  - MVVM Design Pattern.

Contact

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Website
https://www.syedsabihali.com/

Github
https://www.github.com/originpulses/

LinkedIn
https://www.linkedin.com/in/syedsabihali/

Skills

Software Skills

Proficient:
- Swift • Ruby/Ruby On Rails • Java
- Python • JavaScript • React
- NodeJS • AWS • Firebase
  • HTML5
- CSS3/Saas/Less • Wordpress • Git
- MySQL • Adobe Photoshop
- Adobe Illustrator • Adobe XD

Familiar:
- PHP • C++ • C# • Docker • Flutter
- AngularJS • Android • Django

Language Skills
- Fluent in English & Urdu

Personal

Working Rights
Full working rights in Australia

Photography
I also work as a freelance casual photographer

Hobbies
Photography, Photo Editing, Gaming, Football, Badminton, Cricket, Movies & TV Series.

Pulse ChatApp| Language: JavaScript | Platform: Web
URL: https://pulsechatapp-dfe55.web.app/

- Pulse ChatApp is a secure web based text/voice chat application.
- This was our final year project and we worked in a team where
  I was the Scrum Master as well as the lead developer of team.
- Used technologies such as ReactJS & Firebase for this project.
- Features implemented in the app:
  - Text Chat
  - Voice Chat
  - Create Channels
  - Emoji Support
  - Send Attachments

NEWS+ Blog WebApp| Language: Ruby On Rails | Platform: Web
URL: https://radassignment2020.herokuapp.com/

- A project worth 40% for the course "Rapid Application Development"
- Achieved 98% in the final grade for completing all functionalities for the app.
- Functionalities Implemented are:
  - Create posts and sort posts by recent or by selecting a relevant topic.
  - User profile settings which include changing avatars, resetting passwords,
    updating your personal section and history of posts made by that user.
  - Create a post by a topic, ability to comment and reply to the user
    comment.

Azul | Language: C++ | Platform: Desktop/Terminal
URL: https://github.com/originpulses/Azul

- Azul is a real life board game that I implented in C++ for an academic
  project.
- Used complex data structures such as Vectors and Linked Lists and also
  identified when to use each of these data structures.
- Learned Black-box testing and prepared test cases for each component of
  the game.
- Implemented all the features from the original board game along with
  a few added extras such as 6-tile mode, a grey-board mode and ability
  to save the game to a file and load saved data from it.