



Syed Sabih Ali

Software Developer

Experience

ShipNow Information Technology | Software Developer

Aug, 2021 - 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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Location

Sydney, NSW, Australia

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

Date Of Birth

5th Feb, 1996

Father's Name

Syed Manzar Ali

Citizenship

Pakistan

Working Rights

Full working rights in Australia

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.

Referees

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