

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

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.

Referees

Provided on request