

PIRAN AMINULLAH

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EXPERIENCE

Junior Software Engineer

Jan 2025 – Present

hyperPad

London, ON

- Architected and developed core features for a major financial platform serving 100,000+ professionals through contracting work, including complex investment account visibility algorithms and modernization of form components
- Led full-stack development of a comprehensive schema management and translation system, enabling dynamic form generation and multi-language support across 7 languages using i18n integration
- Designed and implemented Domain-Specific Language (DSL) processors for automated schema translations, significantly improving administrator efficiency and reducing manual configuration overhead
- Developed comprehensive test suites using Cucumber, RSpec, and Jest, ensuring robust UI functionality and backend reliability in a regulated financial environment

Freelance Software Engineer

Jan 2025 – Present

Zenex Digital Solutions

London, ON

- Developed custom websites and web applications for small to medium-sized businesses, focusing on responsive design and user experience optimization to drive client engagement and conversions.
- Built and maintained e-commerce platforms using modern web technologies, implementing secure payment processing and inventory management systems for local Ontario businesses.
- Collaborated directly with clients to gather requirements, provide technical consultation, and deliver cost-effective digital solutions tailored to their specific business needs and budgets.

Software Developer Internship

Sept 2024 – Jan 2025

hyperPad

London, ON

- Spearheaded backend infrastructure upgrades, migrating Ruby on Rails systems from version 6 to 7 while maintaining production stability for high-traffic financial applications.
- Enhanced and maintained backend systems using Ruby on Rails and Node.js, focusing on upgrading legacy codebases to improve scalability and performance.
- Delivered dynamic and responsive features for React.js and React Native applications, ensuring seamless user experiences across platforms.

Software Engineer Internship

Jun 2024 – Sept 2024

HiCoder

Canada (Remote)

- Led design and development of scalable server-side applications using Node.js and responsive client-side features using React.js, enhancing performance and reliability
- Built and implemented RESTful APIs, facilitating efficient communication between server and client applications
- Diagnosed and resolved critical performance issues, leading to significant improvements in application responsiveness and user experience

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, Python, Ruby, C#

Technologies: ReactJS, HTML/CSS, SCSS, MaterialUI, Electron, NodeJS/Express, Ruby on Rails 7, Springboot, Python Flask

Databases: MySQL, MongoDB, postgresql

Cloud & DevOps: AWS, Docker, Kubernetes, Google Cloud Platform

Testing & Tools: Cucumber, RSpec, Jest, Playwright, Git, Jira/Confluence

AI/ML: Pandas, scikit-learn, Pytorch

SELECTED PROJECTS

GameX Studio - AI-Powered Game Development IDE | *Python, React, Electron, Unity C#*

- Architected AI-powered IDE enabling Unity game development through natural language prompts, with Python backend, React/Electron frontend, and Unity C# bridge for real-time engine manipulation and automated script generation
- Implemented multi-AI provider integration (e.g., GPT-4, Claude) with context-aware suggestions, intelligent debugging recommendations, and automated Unity scene management through natural language processing
- Developed comprehensive Unity Bridge system with real-time console integration, automated asset management, and seamless GameObject manipulation, transforming game development workflow efficiency

Intelligent Traffic Management System | *Python, Pandas, Streamlit*

- Built ML traffic prediction system using random forest classifier to forecast intersection congestion patterns and developed Python heat map algorithm integrated with Google Maps API for real-time visualization

EDUCATION

Western University

London, ON

Bachelor's of Engineering Science, Software Engineering

Sept 2020 – Apr 2024

- Western Engineering Co-op/Internship Program
- Course Work: Data Structures and Algorithms, Databases, Networking, Software Engineering Design, Software Project and Process Management, Software Design, Computer Information Security, Data Science/Machine Learning, Digital Logic Systems, Microprocessors/Microcomputers, Operating Systems, AI 1, AI 2, Cloud Computing