Piran Aminullah

London, ON | piranaminullah@gmail.com | LinkedIn | Github | piran777.github.io/About-Me

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, Web Technologies, Databases, Networking, Software Engineering Design, Software Project and Process Management, Software Requirements and Analysis, Software Design, Computer Information Security, Software Testing, Data Science/Machine Learning, Digital Logic Systems, Microprocessors and Microcomputers, Operating Systems, AI 1, AI 2, Cloud Computing, Computer Graphics

Work Experience

HiCoder Canada (Remote)

Software Engineer Internship

June 2024 - Current

- Led the design and development of scalable server-side applications using Node.js, enhancing performance and reliability.
- Developed the client side using crema/react.js, ensuring a seamless and responsive user experience.
- Assisted in building and implementing RESTful APIs, facilitating efficient communication between server and client
- Diagnosed and resolved critical performance issues, leading to significant improvements in application responsiveness and user experience.

PawmirPaintings LTD London, ON Apr 2022 - Sept 2023

Web Developer Internship

- Collaborated with a diverse team of developers, actively contributing ideas and insights for website development. Built the company's website through the integration of JavaScript, CSS, and HTML, leading to enhanced user
- Implemented a robust contact information section using Node.js/Express, addressing user issues promptly.

Engineering Projects

Personal Website - piran777.github.io/About-Me

interaction and navigation.

London, ON

Personal site that showcases some of my skills and projects in more depth!

Intelligent Traffic Management System (https://github.com/piran777/Capstone)

London, ON

- Engineered a machine learning model that predicts the traffic density at an intersection using a random forest classifier and to accurately forecast congestion patterns and optimize route planning.
- Developed an advanced heat map algorithm in Python to predict high-traffic areas in London, Ontario so that it can be placed on a google maps UI.
- Utilized: Python, Pandas, Streamlit, Git, Jira/Confluence.

HackWestern 8 Hackathon (https://hack-western-8.devpost.com/project-gallery?page=3)

London, ON

- Participated in one of Canada's largest student-run hackathons competing against 341 participants in a team of 4.
- Learned from SWE reps of companies such as TELUS, Scotiabank, Sunlife, and participated in pre-event workshops to enhance our ability to create a strong project.
- 48 hour time limit to create a project for the event and compete for awards and \$19,350 in prizes sponsored by the companies present at Hackwestern 8.

Full-Stack Blogging Web-App (https://github.com/piran777/Full-Stack-Blogging-Platform)

London, ON

- Designed the front-end using React, providing a responsive and user-friendly interface with a RESTful API using Node.js and Express for handling CRUD operations on blog posts in the back-end.
- User authentication and authorization using JSON Web Tokens (JWT) is used for secure access to the platform.
- Used docker and kubernetes to dockerize the application in order to deploy it using GCP.
- Created full documentation of the program which explains the code and functionality of the program in a ReadMe.
- Utilized: JavaScript, CSS, HTML, ReactJS, NodeJS/Express, Docker, Kubernetes, JWT.

MyMusicPlayer (https://github.com/piran777/Spotify-Music-App)

London, ON

- Audio streaming app that can create, update, and delete playlists by adding songs and playing them directly from youtube for logged in users.
- Search by artists, albums, or songs names to find the track and add it to a playlist or to remove it from an existing one.
- Account creation, verification, deletion, deactivation, and authentication with JWT is integrated. Users that are logged in with an account have more features than guests that have no account.
- Utilized: JavaScript, React, NodeJS, Express, CSS, HTML, mySQL, Amazon Web Services (AWS), JWT.

2D-Maze-Game (https://github.com/piran777/2D-Maze-Game)

London, ON

- Made a 2D maze game with 3 levels using Unity and C# to create the levels for the game and to give movement and actions to the characters within the game using the C# scripts.
- Had different enemy types in each level with AOE detection/shooting, target tracking and different characters which use different abilities in the game.

Technology: JavaScript, ReactJS, NodeJS/Express, Java, HTML/CSS, mySQL, mongoDB, Git, AWS, Jira/Confluence, Docker, Kuberbetes, Google Cloud Platform (GCP), Python, Pandas, C/C++, C#, OpenGL, Linux.