RAISA ISLAM AISHY

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SUMMARY

Fourth year electrical and computer engineering student seeking new grad positions. An effective communicator capable of solving problems using strong analytical and programming skills. I am self-motivated, a fast learner and I work well independently as well as in a team.

EDUCATION

Bachelor of Applied Science: Electrical & Computer Engineering   Sept 2019 – Present
University of Toronto, St George Campus
Toronto, Canada   CGPA: 3.25/4.00

- Focusing on Area 4: Controls & Communication, and Area 6: Software with an Artificial Intelligence Minor & a Business Certificate

TECHNICAL SKILLS

DBMS & Operating Systems: PostgreSQL, SSMS, JQL, NRQL, Windows, Linux
Programming Languages: C, C++, Python, Java, Assembly, Verilog
Computer Architecture: Familiarity with ARM A9 Cortex, DE1-SoC FPGA Boards
UI/IDE: GTK, Glade / Visual Studio Code, Netbeans, Jupyter Notebook
Tools: JIRA, REST API, Jenkins, Bitbucket, New Relic, Confluence, Selenium, Playwright, TestNG, Maven, Git, MS Office
Others: Familiarity with MATLAB, Multisim, ModelSim, Analog & Digital Circuits, Circuit laboratory equipment, Algorithms and Data Structures, Operating Systems

WORK EXPERIENCE

Software Developer in Test Intern (QA)   May 2023 – August 2024
Genesys Cloud Services Corp (Canada)
North York, Toronto, Canada

- Performed manual and automation tests for both UI and backend microservices & prepared test plan documentation.
- Developed Python scripts utilizing Jenkins automation pipelines and Excel VBA macros to automate report generation and summary email draft which increase automation usage from about 20% to 85% and made the process 75% quicker.
- Researched on industry leading QA automation frameworks such as Jenkins, Selenium and Playwright.
- Upgraded automated testing infrastructure by rewriting 9 existing Selenium tests to Playwright using Java and TestNG in IntelliJ.
- Developed and developed query scripts using JQL, REST API, NRQL and SSMS.
- Facilitated with new intern onboarding every 4 months by conducting and documenting knowledge transfer sessions.

ACADEMIC PROJECTS

Blood Cell Classification using CNNs & RNNs – *AI Project (APS360 – Applied Fundamentals of Deep Learning)*   Jan 2023 – April 2023

- Designed a deep learning model using CNNs and RNNs to classify blood cell images that had a testing accuracy of 92.5%.
- Researched on baseline models found in the sklearn library and programmed implementation of SVM models against the training, validation and test datasets totaling to 2000 images using Pytorch on Google Colab.
- Drafted reports and presentations of our design process and final model, including details of qualitative, quantitative and sensitivity analysis of the models.

The Hello World Mapper – *Student Design Project (ECE297 – Communication and Design)*   Jan 2022 – April 2022

- Designed a Geographic Information System (GIS) software program that visualizes and solves travel and optimization problems in maps of 19 different cities.
- Utilized C++, Glade, EZGL and GTK to program the GIS, render an interactive map and develop a user interface.
- Read in a database of geographic features of cities and organized them into appropriate data structures.
- Used Dijkstra's algorithm, A* Algorithm and multi-threading to find a good delivery order and route (a twist of the travelling salesman problem) which reduced CPU time by about 50%.
- Performed manual tests and documented their results to detect and report bugs.
- Generated status reports and helped draft other important documentations and presentations (course requirement).

Baker's Stop – *Final Project (ECE243 – Computer Organization)*   Jan 2022 – April 2022

- Developed a game with 3 levels where ingredients dropped down from the top of the screen and players needed to collect correct ingredients while avoiding incorrect ingredients.
- Used C for programing, and ARM A9 Cortex, DE1-SoC FPGA Board and the VGA Display to connect the input- output setup for the game.
- Used appropriate data structures to organize, store and optimize the program.
- Ran tests on simulators to analyze the performance of the game and detect bugs.