Abdool Shakur

Computer Scientist/Software Engineer

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Education

University of Central Florida, Orlando FL — *Bachelor's Degree, Computer Science*

FALL 2020

Skills

C   C#   C++   Java   Python   Ruby   HTML   CSS

Couchbase   Ruby on Rails   Splunk   RabbitMQ

SQL (MySQL, Oracle SQL Developer, Microsoft SQL Server)

Java Server Pages (JSP)   Microsoft Active Server Pages (ASP, ASP.net, ASP.net MVC, Telerik UI)

JavaScript (JQuery, AJAX, JSON, XML, Node.js, React.js, Vue.js, Express.js, MongoDB, ReactNative, NativeScript)

Cloud-based (Amazon AWS, Amazon Lambda, Microsoft Azure, Google Firebase)

Oracle ATG Web Commerce   Oracle Experience Manager   Oracle Business Control Center

Android Development, iOS Development

Unity Game Engine, WebGL, REGL

Git, GitHub, BitBucket, Tortoise SVN

Tensorflow, Keras

Experience

SightPlan/SmartRent, Orlando FL —Software Engineer I/Server Engineer

OCTOBER 2021 - APRIL 2025

- Automated repetitive TOIL tasks by developing Ruby on Rails scripts, enhancing operational efficiency and reducing manual intervention.

- Took part in code reviews to maintain code quality, ensure adherence to best practices, and facilitate knowledge sharing across the team.

- Collaborated with project managers to provide accurate time estimates for project deliverables and feature enhancements.

- Designed and implemented custom admin panel tools to streamline operational tasks and mitigate common production issues.

- Developed RabbitMQ workers for asynchronous processing of tasks, improving system performance and data handling.

- Analyzed production data to identify patterns and resolve data integrity issues; performed data migrations to update and rectify discrepancies in live databases.

- Monitored AWS alerts using PagerDuty, OpsGenie, CloudWatch, and Splunk to proactively identify and resolve potential service disruptions.

- Crafted Splunk queries to isolate issues and troubleshoot system errors

- Managed production incidents during on-call rotations, diagnosing issues and escalating critical alerts to appropriate teams.

Elevux LLC., Orlando FL — *Backend Developer*
APRIL 2021 - OCTOBER 2021

- Responsible for both system and software architecturing, including creating servers for development, staging, and production. This includes setting up both mySQL & mongoDB databases, and implementing the APIs needed to read/write into them via Node.js, Express.js and NGINX.

- Developed our own inhouse content delivery network for images, videos, audios, and 3D model textures for our clients to use in our virtual environment/application.

- Developed our own customizable Avatar editor, where users around the world can create their own models such as choosing what hair, skin, facial features and more they prefer and storing that information via an API to allow their model to transfer to different subworlds of our virtual environment.

- Lead the project for our virtual tokyo olympics medal earning system where users around the world can play our olympic-based games and earn a bronze, silver, and gold medals. This includes a leaderboard to see what player and team are ranked the highest in our application, allowing for prizes for the top teams.

- Responsible for database management, creating and updating records for users and analytics, as well as, generating proper queries for clients to use on their end for reporting.

- Held meetings with clients in a professional manner to go over business needs, as well as, setting the right expectations and helping clients understand our software from a high-level perspective; This includes generating diagrams and graphs.

- Provided a helping hand with the development team as a lead, listening to their problems and providing optimized solutions when needed. In addition, I was responsible for making sure our projects were production ready via QAing and pushing to our development, staging, and production server throughout its development cycle.

SEU(Sunshine Enterprise USA), Maitland FL — *Full-Stack Web Developer Intern*
JULY 2020 - OCTOBER 2020

- Developed from the ground-up the database layout, front-end design, flowchart, and business logic using Vue.js, Google Firebase, and Figma.

- Created a login and registration system for candidates and employees that will allow them to upload resumes, pre-fill their personal information for job applications, and provide an admin portal to run CRUD operations to the backend.

- Developed a system to create and post personal blogs dynamically via the admin portal to portray news and content to users.

- Helped build a system where clients can now submit hiring requests that will be sent to the CEO and recruiters via email and notifications.

- Programmed a system to allow recruiters to create and post jobs onto the site so that users may search through and submit their applications.

- Created a shift management system for nurses and teachers to login and apply for upcoming shifts at hospitals and schools that will place them in a queue, in which admins will receive a notification and can log in to the admin portal to approve and disapprove shift requests.

University of Central Florida, Orlando FL —*Computer Science Teacher Assistant*
AUGUST 2019 - JUNE 2020

- Help assist students in properly understanding Computer Science concepts such as: Problem solving techniques, Order analysis & notation, Recursions, Data structures, and Algorithms.

- Prepare, proctor, and grade exams and programming assignments written in the C programming language.

- Held open office hours at the University of Central Florida, to allow students to come for tutoring or answering course-related questions.

Darden, Orlando FL — *IT Digital Platform Intern*
MAY 2019 - JULY 2019

- Worked on the front-end & back-end of one of Darden brand's wine page using Oracle's Content Management & E-commerce Tools such as Experience Manager and Business Control Center, as well as, using JSP, JavaScript and MySQL queries in order to implement new wine options for the customers to help increase revenue.

- Integrated, developed and helped pilot the Voice Assistant AI, Amazon Alexa, using the JavaScript framework, Node.js, to work across multiple Darden brands in order to allow customers to make reservations, join waitlists, find nearby restaurants and order meals, all through the use of their voice.

- Went through the development cycle attending meetings, speaking to brand marketing ambassadors, creating design documents, going over code reviews and finally, presenting my work to the Chief Information Officer (CIO) and the IT Vice Presidents (VPs) of Darden.

FIS (Fidelity National Information Services Inc.), Maitland FL — *Full Stack Web Developer*
NOVEMBER 2017 – DECEMBER 2018

- Worked on multiple projects using ASP.Net MVC and C#, to create autonomous tasks for administration which allowed quicker authorizations and access for new employees to FIS's company site. This cut down the 2-3 weeks pending period to less than 1 week.

- Collaborated on a team to create responsive and modern sites for FIS, which implement new ideas and increased work productivity, such as a PTO approval & logging system with Outlook integration.

- Wrote SQL queries to retrieve data requested by administration, update databases, improve performance, and fix errors within past queries that had brought in incorrect data.

- Created queries that help administration, such as Executives and Managers, to gather data on what employees report to them at a hierarchical level and use said data into future FIS sites.

Projects

UCF - Project manager and developer for Sporsight's Inc. Android Application known as Athlete Technique Analysis. Help programmed in Android Studio, an android application that will record and analyze a golfer's swing using machine learning, pose estimation and image segmentation to provide prescriptive feedback to the user in order to help them better their golf swing techniques. In addition, it also parses a video into 7 key frames that symbolizes the 7 main core components of a golfer's and displays in a concise user interface. The application also allows users to upload their recorded videos to the cloud using Microsoft Azure.

UCF - Developed with a team a recreation of Apple's 3D animoji, seen famously on iphones. Using REGL, a framework of WebGL and C programming, we programmed a 3D model that will track the movement of a user's face and expressions via webcam.

UCF - Created a compiler using the C programming language to help scan, parse, catch syntactical errors and generate the assembly code for the PL/0 programming language, as well as, emulate the CPU processing this data inside the stack and registers.

UCF - Developed with a team a video game, called Ominous (hosted on itch.io), using the Unity Game Engine and C# that's been played by over 3,000 people. Developed the A.I. for the enemies to be able to "see" and "hear" the player and act accordingly. Also helped develop the GUI and gameplay elements via acquiring feedback from many users and performing revisions upon said criticism to better enhance our gameplay and design.

UCF - Developed supervised learning Artificial Intelligence models via keras and tensorflow backend to perform image detection using logistic regression, predict housing prices using linear regression, and created from scratch the filtering used in many image editing software such as Photoshop through the use of a kernel and input matrix using convolutional neural network.

Personal - Assisted and helped programmed for a property investment company, Emerald Development Group, as project manager of the team, as well as, full-stack web developer using the MERN stack (MongoDB, Express.js, React.js, Node.js).

Personal - Created a virtual Discord bot, NazzyBot, using the Node.JS language, to be used across countless servers and chat rooms on the Discord app. This allows users to input certain commands and requests to NazzyBot who will gather data from different websites, using APIs, and return them back in a more concise manner.

Personal - Automate creating new repositories on GitHub and locally by writing a Python script that generates a new project folder, create a README.md, write an initial commit, and push to GitHub, and opens the newly created project on Visual Studio Code, all within one command.