

Sooham Rafiz

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EXPERIENCE

Avionics Specialist

University of Toronto Aerospace Team, Rocketry division Sep 2016

Toronto, Ontario

Currently designing telemetry system for team's single stage hybrid rocket.

Web Developer Intern

Careerleaf Inc. July 2016 - Sep 2016 Toronto, Ontario

Careerleaf's software simplifies the online hiring workflow for jobseekers and employers alike. I developed features critical to increasing user engagement and client satisfaction.

- Conducted a bevy of Quality Assurance tests; Wrote Automated Test Scripts for single sign-on (SSO).
- Built job listing management module in AngularJS.
- Improved built-in resume scraper efficiency from 31% to 78% on representative sample.
- Liaised cross-functionally with clients, development team and product manager to implement demanded user interface, backend and job analytic features.
- Worked on a development team using SCRUM.

Undergraduate Research Assistant

University of Toronto June 2015 - Aug 2015 Toronto, Ontario

Assisted Dr. Steve Engels in exploring Video Games as a medium of teaching Data Structures and Logical Thinking.

- Conceived, developed and conducted Usability Testing on four Unity3D games in an agile manner.

DCS Robotics Logic Lead

Dulwich College Shanghai Jan 2013 - Jan 2014 Shanghai, China

Developed RobotC source for team's FIRST Tech Challenge robot. Built modules for handling robot's lift and driving.

- Won 4th place in Shanghai, China FIRST Tech Challenge regionals.

EDUCATION

Computer Science Honors B.Sc.

University of Toronto

Sep 2014 - ongoing Toronto, Ontario

GPA : 3.70 / 4.00

AWARDS

Dean's Honour List for all Semesters.

C.L Burton Open Scholarship.
Awarded for showing special proficiency in the Sciences.

Outstanding Achievement Award for CSC165: Mathematical Expression and Reasoning.

3rd Place in CS Pong AI Competition.
Out of ~400 Computer Science Students.

SKILLS

Languages: Python, Javascript, HTML5, CSS3, Java, C, C++, MAKE, Bash, Verilog.

Web: MEAN, NPM, Bower, Django, React and other frameworks. REST APIs. Webpack.

Quality Assurance: Unit Testing, Automated Testing, User Testing, Code Reviewing.

Other: OpenCV, Data Structures and Algorithms, Git, SSH, Virtual Machines.

GITHUB PROJECTS (NOT EXHAUSTIVE)

GraphFlow

A 3D Unity game exploring sequential thinking and Data Structures.

- Total playtime: 10 minutes.
- Required four months of cumulative research and observations from previously built games to optimize game mechanics and create an intuitive user interface.
- 20 U of T players.

Browser Engine

A toy Browser engine for the DE1-SoC FGPA in Verilog.

- Awarded perfect score for CSC258 (Computer Hardware) Final Project.

Map Reduce Engine

A simple Map Reduce engine in C demonstrating MIMD parallel computing across multiple nodes.

Inpainting

Criminisi et al's region inpainting algorithm in C++, used to convincingly remove unwanted regions of an image.

Immerse (Hack the North)

Creative use of Android camera in conjunction with the subject algorithm of "Tour into the picture: using a spidery mesh interface to make animation from a single image" projects players into 2D planes or photographs.