

Subhan Nadeem

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Authorized to work in the United States without sponsorship

EDUCATION

UNIVERSITY OF WATERLOO

2015 - 2020

Honours Bachelor of Computer Science

WILFRID LAURIER UNIVERSITY

2015 - 2020

Honours Bachelor of Business Administration, Co-op

SKILLS

PROGRAMMING: Java · C++/C · Node.js · Python · HTML · CSS

SOFTWARE: Unix · Firebase · Android Studio · AWS · PostgreSQL · Couchbase · Git · Justinmind · Microsoft Excel

WORK EXPERIENCE

ANDROID DEVELOPER | NORTH60 TECHNOLOGIES

January 2017 - April 2017

- Led the development of professional-grade Android applications pertaining to the Canadian medical industry by utilizing technologies such as **Android's NDK C++ toolkit**, **Couchbase NoSQL**, and **RESTful APIs**
- Operating in a fast-paced start-up environment, significantly increased company production efficiency by leading the implementation of **Agile development** methodology and acting as **Scrum Master**

FIELD TEAM LEAD | MOSAIC SALES SOLUTIONS

April 2016 - August 2016

- Created **Android application** backed with a **Firebase NoSQL database** that enabled employees to track and report their own field performance, increasing employee performance tracking efficiency by 60%+
- Managed and trained an in-field team of 4-6 sales representatives responsible for credit card acquisitions while acting as the leading in-field sales representative

EXTRACURRICULAR EXPERIENCE

1ST PLACE AT RU HACKS (ANDROID, MACHINE LEARNING, PYTHON, IOT)

March 2017

- Lead the design and creation of "EZShop", a grab-and-go frictionless shopping system utilizing **computer vision** and **ultrasonic sensors** that enables customers to walk into a store, put items in their cart, and walk out instantly
- Implemented the **facial recognition application** and algorithm utilizing **Android's native computer vision API** and **remote human analytics API**
- Created **Python scripts** for **Raspberry Pi**, monitoring ultrasonic and light sensors stationed at each shop item rack, detecting item pick-up and conducting database changes via **Firebase Cloud Messaging protocol**

1ST PLACE AT QHACKS (ANDROID, PYTHON, FLASK, SQLITE)

January 2017

- Created "How Much?", an **Android application** with a custom **Python Flask REST server** that enables users to find the most budget-friendly eateries nearby by conducting **REST calls** to our custom back-end, displaying menu data of all surrounding restaurants, and caching network responses locally using **mobile SQLite**

PROJECTS

SANDCASTLE (ANDROID, NODE.JS, SQL, AWS)

- A proximity-based real-time chat application that enables users to contribute to local chat boards and private message individuals within those individual boards
- Backed by a **PostgreSQL database** that stores users, chatrooms, and messages, with a **Node.js** backend that handles all front-end **RESTful** calls and communicates to front-end via **Firebase Cloud Messaging protocol**

C-TRIS (C++)

- Multi-level Tetris game written in **C++**, employing **decorator**, **factory**, **template**, **MVC**, and **observer** software design patterns while demonstrating effective **C++ memory management**, complete with text and graphics display