

# SYED ATHAR

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## Skills

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- C# | .NET | PostgreSQL | JavaScript | Java | Python | TypeScript | SQL | React JS | AWS | Git | HTML | CSS
- Microservices | Agile Application Development | Software Development Lifecycle (SDLC) | Backend | Frontend | Full-Stack

## Experience

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### Junior Software Engineer

#### ShoppingGives

Chicago, IL, USA 03/2022 - 06/2023

- Collaborated with a cross-functional team to design, develop, and deploy scalable software solutions using C#, .NET, PostgreSQL, and JavaScript.
- Developed and maintained microservices using a scalable and modular architecture (CQRS/Event Sourcing), enabling seamless integration with various system components, and implemented RESTful APIs for efficient communication between microservices.
- Implemented the CQRS pattern to separate read and write operations, optimizing system performance and scalability, and coupled it with event sourcing to capture and store all changes to the system's state, ensuring accurate data and comprehensive audit trails.
- Conducted thorough analysis of reported bugs, including debugging and tracing techniques, to identify root causes and implement effective solutions, resulting in improved software stability and higher customer satisfaction.
- Implemented comprehensive unit tests and integration tests using industry-standard framework ensuring robust code coverage and early detection of defects, resulting in improved software quality, increased stability, and reduced time spent on debugging and issue resolution.
- Played a pivotal role in contributing to multiple epics, including building data dashboards that provided customers with comprehensive insights into their donation data, enabling informed decision-making and fostering transparency in the donation process.
- Played a pivotal role in the development of a groundbreaking technology that facilitated donations of millions of dollars to charitable organizations, driving significant social impact and fostering a corporate image for clients, including prominent brands such as *Coach*, *Kenneth Cole*, *Steve Madden*, *Fresh Clean Threads*, and *Natori*.
- Revamped ShoppingGives donations model by introducing features behind a paywall and implementing trial functionality, shifting focus to impactful clients and optimizing resource allocation for increased revenue, customer engagement, and efficient resource utilization.

### Volunteer Programming Tutor

#### Hyde Park High School

Chicago, IL, USA 01/2020 - 03/2020

- Provided one-on-one guidance and support to students, addressing their unique learning needs, troubleshooting coding challenges, and fostering their growth and confidence in programming.
- Facilitated project-based learning activities where students applied web development skills to create webpages and user interfaces, encouraging creativity and critical thinking.
- Enabled underprivileged students to gain foundational programming skills and equipped them with tools for future opportunities in the digital world.

## Education

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### Bachelor of Science

#### DePaul University

Chicago, IL, USA 09/2017 - 11/2021

- Major in Computer Science with a concentration in Software Development
- Graduated with highest honors and top 5% of my class (Summa Cum Laude)
- GPA: 3.88/4.00

## Projects

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### Weather App:

- Developed using React JS, providing a modern, simple, and easy-to-use interactive user interface.
- Display the city's current weather conditions (sunny, rainy, cloudy, etc.) as well as the temperature, humidity, wind speed, and other relevant parameters.
- Integrated a third-party weather API library to retrieve weather data, effectively handling API responses in JSON format and proficiently parsing and extracting the required data.
- Created a relevant background visual that alters based on the current weather conditions.

### Tic-Tac-Toe:

- Developed using Java's GUI features to create the user interface and display the Tic-Tac-Toe grid as a graphical representation of the game board.
- Implemented the game rules, including win/lose/draw conditions, and developed the necessary logic to handle player moves and determine the winner by checking winning combinations such as three symbols in a row, column, or diagonal.
- Implemented a mechanism for random first turns between the two players, ensuring an equitable game experience.
- Graceful termination of the game interface and program upon choosing to restart or exit the game.