

SYED WAJIH RIZVI

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EDUCATION

University of Waterloo | Mechanical Engineering & Computer Science | Overall GPA: 3.4

Summary: Software engineer with over 5 years of experience building scalable applications and performing automation testing.

SKILLS

Languages: Python, Javascript, Typescript, C#, HTML/CSS

Databases: MySQL, T-SQL, MongoDB

Frameworks/Libraries: ASP.NET, Express, React, React-Native, Tailwind, Nativewind, ThreeJS, GSAP

Others: AWS, Git, Linux, Docker

RECENT EXPERIENCE

Ford Motor Company | Software Engineer

September 2023 - Present

- Developed over **900** automation test cases which covered EV architecture and settings for Ford's next generation vehicles
- Maintained a branch coverage of over **90%** and a code coverage of over **95%** on all product code
- Provided **100% rainy day** coverage across all testing requirements ensuring each edge case was tested
- Reduced code duplication to **under 2%** across multiple components with nearly **100K** total lines
- Tools: **Python, Git, Jenkins, Linux, Powershell**

Ford Motor Company | Software Engineer Intern

September 2022 - January 2023

- Optimized functional tests to reduce runtime by **28%** for **Jenkin's** Nodes
- Developed CLI tools via **Python** to improve the analysis of log files by **44%**
- Improved testing speed by nearly **80%** through delivery of Android based automation tests using **Appium**
- Tools: **Python, Git, Appium, Selenium, Jenkins**

Solace | Software Engineer Intern

September 2021 - January 2022

- Improved functional test speed by nearly **20%** by converting API from **XML** based to **JSON** based which reduced payload size and optimized response parsing
- Tools: **Python, Java, SVN**

ADP Canada | Robotics Process Automation Consultant

April 2019 - September 2019

- Identified bottlenecks and automation opportunities in several Standard Operating Procedures that could reduce ADP'S cost of operations by nearly **\$500,000**
- Tools: **Python, Excel, Blue Prim, Visio**

RELEVANT PROJECTS

Rockstar Games Community Hub

- Built a full-stack application that supported **hundreds of users** to serve as a community hub for Rockstar Games players to share content, organize multiplayer sessions, and engage through likes, comments, and notifications
- Utilized **Controllers, Dependency Injections** and **Routing** to handle session tracking, mission history, and user participation
- Built **50+ API** endpoints using **ASP.NET** to manage posts, sessions, and user interactions
- Utilized secure authentication (**OAuth, JWT**) and request validation to protect user data
- Designed and optimized a **MySQL** database with several different schemas that handled **thousands** of records efficiently
- Tools: **C#, ASP.NET Core, WebAPI, Shell, MySQL, React, Typescript**

Gamecom | syed-rizvi-gamecom.netlify.app/ | github.com/syedwajihrizvi/GameCom

- Developed a full stack web application providing information on **millions** of video games
- Built **RESTful API** endpoints with **Express.js**, achieving **70%** faster responses through **CRUD** operations
- Reduced network usage by over **90%** by utilizing **React Query** to implement **infinite queries** and cache API responses
- Tools: **React, Typescript, Express, MongoDB, Framer-Motion, Git, AWS**

CScape | cscape.netlify.app/ | github.com/syedwajihrizvi/CScape

- Built a full stack web application that provides information on **millions of cities worldwide**
- Integrated **Google Places API** to fetch real time data on destinations, including restaurants, hotels, and amusement parks
- Leveraged the **Weather API** to display live weather data and **7-day** forecasts for any city
- Used **Google's Distance Matrix API** for an optimized **Traveling Salesman algorithm** to plan efficient trips for users
- Tools: **React, Typescript, Express, MongoDB, GSAP, Git**

Apple iPhone 16 Showcase | syed-rizvi-iphone-16.netlify.app/ | github.com/syedwajihrizvi/iPhone16

- Developed a launch site for the iPhone 16 which had beautiful carousels and interactive 3D models
- Implemented responsive components that rendered optimized images based on screen width
- Tools: **React, Typescript, ThreeJS, GSAP, Git**

Autonomous Omnidirectional Robot

- Engineered an omni-directional robot which utilized Lidar to navigate any path autonomously
- Tools: **Raspberry Pi, Python, Linux, AutoCAD, Microsoft Excel**