

# TANVIR PATHAN

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## SUMMARY

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- Industry experience with developing web/mobile applications, and scripting automated tests
- Comfortable with Java, Obj-C, Ruby on Rails, MySQL, Git and standard web technologies
- Moderate experience with C++, Matlab, Python, Jenkins, and VHDL

## WORK EXPERIENCE

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### Mitre Media

Toronto, ON

Full Stack Developer

May – Sept '17

- Wrote and optimized algorithms for sidekiq workers to update 3000 ETF objects weekly
- Converted PHP pages to Rails sites to increase user interactivity by 22%
- Implemented front-end/back-end features, speed optimizations and bug fixes across 3 Rails sites
- Built a chrome extension to increase organization wide productivity as an intern project

### Bazaarvoice

Austin, TX

Software Developer

Sept – Dec '16

- Created Cordova based hybrid mobile application and SDK plugin for iOS and Android
- Wrote cross platform automated tests using Calabash for the mobile application which integrated with Travis-CI for continuous integration testing
- Open sourced the project ([git.io/vQYXA](https://github.com/tanvirpathan/vQYXA))
- Published a blog post on hybrid mobile application development ([goo.gl/MwL2Z8](http://goo.gl/MwL2Z8))

### Connected Lab

Toronto, ON

Quality Assurance Engineer

Jan – Apr '16

- Developed test scripts using Calabash/Cucumber for automated mobile application testing
- Used the Swagger framework for API testing for web applications
- Tested software and hardware devices on platforms including iOS, tvOS, Android and Web

### Obero Solutions

Vaughan, ON

Quality Assurance Engineer

May – Sept '15

- Developed test scripts using Selenium WebDriver and wrote business requirement documentations

## PROJECTS

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### Co-founder of the Meme Stock Exchange (in beta)

[memesx.com](http://memesx.com)

- Ruby on Rails based application for buying and selling memes with Reddit API integration
- Stress testing application with 200+ daily active beta users

### Bop-it!

[git.io/vQY15](https://github.com/tanvirpathan/vQY15)

- Used Obj-C to design and create a reaction based game involving UIGestureRecognizer, SpriteKit Particle Emitters and Facebook's POP Animation Engine for the iPad

## EDUCATION

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### University of Waterloo

Sept '14 – Apr '19 (*expected*)

Honours Bachelor of Applied Science in Electrical Engineering

- Selected Coursework: Embedded Systems Design, Algorithms and Data Structures, Analog Control Systems