Zeeshan Abid

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Employment history

Cox Automotive ⬈ Senior Full stack Developer   Jun 2021 – Present

`React` `TypeScript` `Linux` `Node.js` `Azure` `.NET Core`
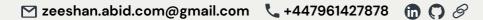
- Lead a team of developers to complete objectives
- Created Multi staged CI / CD pipelines
- Lowered costs on Azure by using best practicies
- Monitored services using application insights and new relic
- Created Proof of Concepts for product owner.

Waracle ⬈ Full Stack Developer   Apr 2019 – Jun 2021

`SQL` `AngularJS` `Docker` `Sentry` `Azure` `RabbitMQ` `Jest` `.NET Core`

- Used Azure Dev Ops to Setup a CI/CD Pipeline
- Used Angular to develop front-end for several projects
- Used Typescript NodeJS to maintain different projects
- Managed resources in Azure Portal through ARM
- Monitored services using application insights & Sentry
- Communicating with the client on project requirements
- Used C# .NET Core to develop back-end web API
- Performed database migrations and maintained different database (Azure SQL, MySQL)
- Wrote Unit tests using JEST and XUnit
- Integrated postman unit testing with CI/CD pipeline
- Setup Azure B2C Custom XML Policies for a project
- Working with python, running on RabitMQ

Waracle ⬈ Web Developer   Sep 2018 – Apr 2019

`React` `TypeScript` `JavaScript` `Node.js` `MySQL`

- Used typescript with NodeJs to build in-house tools for better productivity
- Worked on the front-end for multiple projects using React, SASS, javascript, and HTML
- Managed MySQL back-end server

Hyper Luminal Games ⬀ Games Programmer   Dec 2017 - Sep 2018

`React` `TypeScript` `C#` `Node.js` `Unity` `Firebase` `Git`

- Worked on a 3D application using Unity3D
- Build a front-end application using React
- Integrated Firebase to multiple applications

Education

Caledonian University (Undergraduate Degree)   Sep 2013 - Jun 2017

Computer Games (Software Development), 2.1

Snippets

Research Paper on Artificial Intelligence ⬀

During my time studying at university, I did a research paper on comparing different techniques to training a neural network. In the paper, I compare 3 different techniques with a few different datasets to see what is the most optimal way to train a neural network.

3D Game Engine ⬀

In my free time, I am currently working on my 3D game engine. It is built on C# .NET Core in Linux.

More about me

Right now I'm learning...

Terraform, I have been using Azure ARM at my current work. However, from my colleges, I have heard great things about Terraform.

My favourite technology is...

NodeJS because using that I can easily create a small script in a short amount of time that can help me out on day-to-day tasks. An example could be if I had to rename a large number of files.

Outside of work I...

C# .NET Core powered Game engine capable of rendering highly detailed environments. In my free time, you can usually find me working on this project.

Interests

Hackathons, Games Jam, Working on my side projects, Cooking, PC Gaming

Languages spoken

Urdu