

YOUSAF SHAHEEN

Software Engineer

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📍 Toronto, ON

EDUCATION

BACHELOR OF SOFTWARE
ENGINEERING AND EMBEDDED
SYSTEMS WITH CO-OP
McMaster University
April 2020

SKILLS

Proficient in:

Python • java • git • SQL • Django

Experience with:

Linux • Angular • HTML •
Typescript • JavaScript • C/C++
• C# • Kubernetes • Amazon s3
• Jenkins • Spinnaker

SOFT SKILLS

Jira (Agile) • Analytical • Problem
Solver • Adaptive • Persistent •
Team Player • Excellent
Communicator

Coursework

Concurrent System Design
Data Structures and Algorithms
Databases
Software Testing Computer
Networks and Security Large
System Design

WORK EXPERIENCE

CI FINANCIAL | Programmer Analyst II

May 2022 – Present

- Worked in an agile team environment to rewrite and maintain applications for financial advisors to help clients invest.
- Improved process efficiency by 90% by reducing the number of database queries needed to complete tasks.
- Improved software design skills by reviewing, authorizing, and enhancing pull requests and contributed to software design for future enhancements.
- Collaborated with various teams to debug reported issues and proactively monitored applications, potentially preventing catastrophic failures.
- Gained extensive experience in application deployment experience by promoting applications from early development environments to production.
- Acquired web development experience through implementing and working with APIs.

ROGERS COMMUNICATIONS | Software Development

May 2021 – May 2022

- Improved group collaboration skills through deploying functional 5G networks with a team both in data lab and production environments.
- Refined documentation practices by creating and modifying deployment procedures for specific 5G networks.
- Developed leadership skills through being promoted to lead a production site.
- Carried out software upgrades for servers collaborating with team members.

ROGERS COMMUNICATIONS | Network Co-op

Sept 2018 – April 2019

- Successfully created KPI monitoring dashboards using datalakes through Splunk.
- Progressed an existing project by implementing several KPIs in a network auditing.
- Executed and documented network test plans and results.
- Improved efficiency and productivity by optimizing existing procedures.
- Developed problem solving and communication skills through collaborating with multiple teams in different departments.

PROJECT WORK

NutriBud – 2020

- Developed a nutrition tracking app with AI image recognition using TensorFlow and Flutter in a team of 5.
- Utilized AWS for custom API integration, improving app functionality.
- Enhanced leadership and collaboration skills through task delegation and cooperative work.

Hextris – 2019

- Recreated an open-source game using Unity in a team of 3.
- Improved version control skills effectively utilizing GitHub.
- Authored and co-authored clear and concise documentation.
- Advanced algorithm development and teamwork skills by designing software in a collaborative setting.

Greenlight – 2018

- Implemented a GPS mobile application in a team of 4 to help users to avoid accident hotspots, ensuring a safer drive.
- Utilized data sets and databases to populate hotspot locations.
- Leveraged Google Maps API to generate routes while avoiding hotspots.
- Successfully generated safer driving routes while minimizing drive time.