

# Humza Faheemuddin

University of Waterloo | Bachelor of Honours Math and Computer Science Minor, Co-op | Class of 2020  
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 humzauddin27 |  humzauddin27 |  <https://humzauddin27.github.io/pw/>

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## SKILLS

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**Languages & Frameworks:** JavaScript (TypeScript), React, Redux, HTML, CSS, C++, Python, Java, C, SQL

**Software:** Git, Unity3D, Unreal Engine, Adobe Photoshop

## WORK EXPERIENCE

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### FAIRE WHOLESALE (FORMERLY INDIGO FAIR)

Front-end Developer | May 2018 – August 2018

- Implemented FedEx integration removing need for tracking number entry and automating shipping label generation
- Created numerous emails using Moustache, an email compiling and templating tool
- Refactored legacy code and introduced new libraries to increase scalability of front-end
- Shipped features to production in a fast-paced environment significantly increasing retention and redistribution channel visitation and conversion

### BESPOKE METRICS

Front-end Developer | September 2017 – December 2017

- Implemented audit system for data admins validating user entered data
- Internationalized COMPASS web application allowing for users to view the site in a language of their choice
- Overhauled several pages and widgets to match new designs
- Created auto-formatting number field which would update text's appearance as user types

### OPENTEXT CORPORATION

Software Engineer | January 2017 – April 2017

- Automated tests for new product used by over 50,000 customers via Selenium & WebDriver

## PROJECTS

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### WHO'S THAT POKEMON? | JavaScript

September 2018

- React application that generates random Pokémon sprite, allowing user to guess the Pokémon's name and displaying information relevant to the Pokémon after guessing

### SORCERY CARD GAME | C++

December 2017

- Demonstrated expertise of several OOP concepts including Decorator & Template design patterns

### 3D BALL ROLLER | Unity & C#

March 2017

- 3D game where user controls a ball to gather cubes and reach goal without falling off course
- Created custom levels that require different mechanics to complete levels, motivated by classic games