

Azeez Abass · Software Engineer · Video Game and Web Developer

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WORK EXPERIENCE

Aug 2023
–Sep 2024

Software Engineer 2

Intuit · Edmonton

- » Collaborated in an agile team of 3 to build a GenAI based system for the creation of QuickBooks Online (QBO) homepage widgets, reducing the development time from 1 month to 2 weeks
- » Conducted thorough investigation and documentation of frontend (React) and backend (Java/Kotlin) systems to identify and fix calculation defects in homepage insights resulting in improved data accuracy
- » Built a CI/CD pipeline on Jenkins to automatically deploy Storybook change requests to GitHub Pages, removing the need to build changes locally which reduced the development cycle by 15 mins
- » Released production ready changes and managed high priority hotfixes and support requests during on-call rotations, ensuring stability and responsiveness of QBO homepage for all 4 million+ global customers 24/7

Jun 2022
–Aug 2023

Software Engineer 1

Intuit · Edmonton

- » Implemented a customizable widget gallery on QBO to address customer requests for the ability to hide some homepage widgets, increasing user sentiment by 20%.
- » Delivered improvements to Intuit's charting and templating library, to standardize the user experience of charts and insights, achieving consistency across QBO and other Intuit products.
- » Migrated 4 existing widgets onto Intuit's template library and maintained them, ensuring continuous functionality and user satisfaction by addressing issues through proactive fixes and investigations.
- » Facilitated onboarding interns by providing documentation, code reviews, and guidance, enabling them to contribute & deliver value swiftly, resulting in intern satisfaction and improved confidence.

EDUCATION

2017–2022

Computer Engineering

(Software Option) Co-op

B.Sc. · University of Alberta

5 year program including 2 internships

SOFTWARE DEVELOPMENT SKILLS

Programming Languages:

Proficient: C/C++ Python Javascript Rust

GDscript UE4 Blueprint

Familiar: Java Kotlin Lua Assembly OpenGL

GLSL LaTeX

Technologies: React Jest Storybook Godot

Unreal Engine Splunk Amplitude Qualtrics

PROJECTS

2023

Rage Modules

🔗 RAGEMODULES · C++, Rust

- » Developed a collection of realtime audio and signal processing modules for VCV Rack (DAW)
- » Implemented a realtime pitch shifting algorithm based on cutting edge academic research

2019

Traitor's Arena

🔗 TRAITORS-ARENA · GDscript

- » Developed a multiplayer roguelike shooter using Godot game engine
- » Built and integrated at least 3 core game mechanics including randomized map generation, dynamic actor switching and dynamic teaming
- » Optimized multiplayer performance using entity interpolation and lag compensation algorithms to reduce perceived latency from 50ms to 10ms

2019

Sudoku Solver

🔗 IDEA3 · C++, OpenCV

- » Built a custom sudoku solver capable of solving variable sized puzzles
- » Used computer vision techniques to detect sudoku puzzles in images using OpenCV image processing library

ADDITIONAL INFORMATION

- » Engineering Safety Course (CSTS) Completed
- » Experience with 3D modeling in Blender and CAD in Fusion 360
- » Willing to relocate

WORK EXPERIENCE (CONT'D)

- May 2021
–Dec 2021
- Associate Game Programmer Co-op**
Improbable Canada (Inflexion Games) · Edmonton
- » Designed and implemented a project standard asynchronous asset loading system to improve memory performance of Inflexion's Nightingale
 - » Nativized core data structures and logic from Unreal Engine 4 Blueprint to C++ to improve gameplay performance and code readability
 - » Refactored and improved old gameplay logic to meet new player inventory requirements
- Jan 2020
–Aug 2020
- Software Developer Co-op**
Intuit · Edmonton
- » Implemented enhancements to the navigational accessibility of QuickBooks Online to allow keyboard only navigation for all 4 million+ customers
 - » Rebuilt legacy Dojo-based components with React (Javascript) to modernize a shortcut modal, improving its accessibility and load speed in the process
 - » Led Navigation team stand-up meetings and collaborated to solve up to 50 significant accessibility issues
- Jun 2016
–Aug 2016
- IT support intern**
International Institute of Tropical Agriculture · Ibadan
- » Resolved technical help desk requests by directing support staff to on-site clients
 - » Provided technical support by troubleshooting and repairing a variety of computer systems and printers for clients
 - » Safely installed/replaced network cables in 2 buildings to optimize network connectivity

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