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Montreal
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Osman Warsi

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EDUCATION

Bachelors of Engineering (BEng)

Fall 2017 - May 2023 (expected)

McGill University

Main courses: Human Computer Interaction, Artificial Intelligence, Data Structures And Algorithms | Student Researcher (Data Visualization) funded by the McGill School of Architecture

WORK EXPERIENCE

Software Developer Intern

May 2022 - Aug 2022

Citibank

Toronto

- Developed a full-stack Java Spring web-based storage system to optimize user information storage for multiple developers across the department.
- Implemented a secure Single Sign-On (SSO) protocol using proxy Apache Tomcat web server to authenticate requests using Citi Employee ID and Password..
- Participated in Containerization (Docker and OpenShift) training alongside 4 other interns.
- Leveraged technologies including Java Spring, Angular JS, MongoDB, OpenShift ECS, Tomcat, BitBucket, and Amazon ROSA to deliver outstanding results.

Automated Test Developer Intern

Jan 2022 - May 2022

Intact Insurance

Montreal

- Strengthened testing efforts by identifying and addressing over 100 gaps in test coverage, while also adding new scenarios.
- Provided valuable support to QA efforts by actively debugging daily through defect pipelines and accurately reporting findings to developers.
- Technologies: JAVA, Groovy, Selenium Grid, Kubernetes, Katalon Studios, Cucumber

Software Developer Intern

Jan 2021 - Aug 2021

Unito

Montreal

- Spearheaded implementation and management of 3 critical product integrations for a \$20M Series B startup: Microsoft Azure DevOps, Zoho Projects, and Notion.
- Analyzed APIs, developed and tested back-end logic in TypeScript for core features.
- Collaborated closely with UX designers, product managers, engineers, and customers.
- Proactively identified and resolved defects using DataDogs, effectively triaging high-priority issues.
- Technologies: TypeScript, JavaScript, NodeJS, Mocha, MongoDB, DataDogs, Azure

PROJECT

3D Unity Game Project Competition

Dec 2022 - April 2023

McGill GameJam Competition Winter 2022

- Designed and developed a dynamic 3D game using Unity and implemented its core components using C++ programming language
- Won the first prize at McGill GameJam Competition, thanks to the outstanding development and gameplay showcased to the judges
- Continuously optimized and improved the game through testing, debugging, and iteration, resulting in high player engagement and positive feedback from the competition judges.