

Shahbaz Momi

Software Engineering @ University of Waterloo

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shahbazmomi.com

■ Skills

Languages: Kotlin, Java, Javascript, Swift, C, C++, Python

Technologies: AndroidX, Node.js, React, Redux, RxJava, Dagger2, Spring Boot, MongoDB, MySQL

■ Education

Software Engineering, University of Waterloo

September 2018 – April 2023

Overall GPA: 3.9/4.0, 89%

■ Work Experience

Software Engineer Intern, Hudson River Trading, New York, NY

Summer 2022

- Working with the FPGA and markets teams to develop world-class trading systems using C++ and Python

Android Developer Intern, Robinhood, Menlo Park, CA

Winter 2022

- Implemented several screens of new spending product on Robinhood app using Compose, driving over **4M+** impressions
- Worked on-call with the money team to rollout spending accounts to over **20M+** users and fix critical launch issues

Software Engineer Intern, Autodesk, Remote

Summer 2021

- Developed from scratch a multiplatform library to parse and render SVGs with CSS styling using Kotlin Native
- Implemented custom symbols markup feature on the iOS app using Swift, including several custom view controllers, pages, and popovers to provide a UI to display SVG markups that could be placed and scaled losslessly on the sheet

Software Engineer Intern, Ford Autonomous Vehicles, Toronto, ON

Fall 2020

- Worked along the Dispatch Optimizer team to assign AVs to incoming requested trips based on several vehicle parameters (current trip queue, ETAs, and more) to minimize cost and user waiting times (for a robotaxi service) with Spring Boot
- Rewrote the frontend map implementation of Dispatch Manager using React, Typescript, and MapboxGL to plot 100's of map elements including realtime vehicle polylines, trip contours, and service bounds while maintaining performance

Software Engineer Intern, TradeRev, Toronto, ON

Winter 2020

- Rewrote home screen of Android app using Kotlin, AndroidX, and MVVM architecture resulting in a **75%** performance improvement, **50%** reduction in memory usage and a **65%** CPU usage reduction
- Refactored backend live auction platform using Spring and Kafka streams, reducing response times by **60%**

Android Developer Intern, Ceridian, Toronto, ON

Summer 2019

- Rewrote contacts and messaging UI in Java using Retrofit and RecyclerView, averaging **100,000+ messages/day**
- Fixed over **60** client and QA reported bugs, helping to increase the **crash-free rate to 99.89%** (up from 98.52%)

■ Projects

[See all](#)

[FrameAR](#) | Swift (iOS), ARKit, Kotlin (backend), Spring Boot

VCS for 3D models with an iOS app for AR viewing and easy sharing

- Created iOS app using Swift with an AR scene for placing 3d models on a variety of surfaces while allowing for user interaction, including comparing model versions, walking around, scaling, and placing additional models

■ Extras

- HackTheNorth 2019, [Compass](#): **3rd place** out of 1,090 participants for best use of Facebook API
- HackThe6ix 2019, [Realm](#): **1st place** out of 263 participants for best use of AWS
- EngHacks 2019, [FrameAR](#): **1st place** out of 128 participants for best overall project
- Deltahacks 2020, [Traffix](#): **1st place** out of 323 participants for best environmental impact