

## PERSONAL INFORMATION Adil Ilyas

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## PROFESSIONAL SUMMARY

I am a dedicated software developer with over six years of professional experience in IT companies based in Helsinki, Finland. My unwavering commitment to problem-solving drives me to persevere until I've found a solution. I possess expertise in both Frontend and Backend development, with a strong focus on React.js and Node.js. Additionally, I have hands-on experience with the cloud computing platform Amazon Web Services.

My ability to comprehend your requirements and translate them into practical solutions makes me a valuable asset to any project or team. I'm passionate about leveraging technology to meet business needs effectively.

## TECHNICAL SKILLS

<b>Programming Languages</b>  Expert programming skills: <ul style="list-style-type: none"><li>TypeScript</li><li>JavaScript</li><li>HTML</li><li>CSS</li><li>C#</li><li>SQL</li></ul> Other Programming Languages: <ul style="list-style-type: none"><li>Java</li><li>C / C++</li><li>Python</li></ul>	<b>Frameworks</b> <ul style="list-style-type: none"><li>React.js</li><li>Node.js</li><li>Playwright (Unit testing)</li><li>Microsoft .NET</li></ul> <b>Databases</b> <ul style="list-style-type: none"><li>Microsoft SQL Server</li></ul> <b>Cloud Computing</b> <ul style="list-style-type: none"><li>Amazon Web Services</li><li>Microsoft Azure</li></ul>	<b>IDE's</b> <ul style="list-style-type: none"><li>Visual studio code</li><li>MS Visual studio</li></ul> <b>Version control and CI/CD</b> <ul style="list-style-type: none"><li>Git Lab</li><li>Jenkins</li></ul> <b>Operating Systems</b> <ul style="list-style-type: none"><li>Windows</li><li>Linux (bash commands)</li></ul>	<b>REST APIs</b> <ul style="list-style-type: none"><li>Facebook Marketing API</li><li>Youtube API</li><li>Google Maps</li><li>Google Charts</li></ul> <b>API Testing tools</b> <ul style="list-style-type: none"><li>Postman</li><li>Insomnia</li></ul> <b>IAM</b> <ul style="list-style-type: none"><li>Amazon Cognito</li><li>Azure Active directory</li></ul>
<b>Other Tools</b> Azure data studio, Eclipse, Quartus-2, MP Lab, Processing 2, X-CTU, Dev C++, MATLAB, Arduino Software (IDE), Simple Open NI (API for Microsoft Kinect Sensor), ZigBee Wireless Networks, Cisco packet tracer			

18/05/2020 – 08/04/2024

## Software Development Engineer

Megin Oy, Helsinki

Worked on two projects with Megin:

### MEG data acquisition software (Frontend Developer)

- Implement new features and improved the code base for a MEG data acquisition application for TRIUX™ neo, a bioelectromagnetic medical device used in functional brain studies.
- Performed extensive unit testing of new features to maintain the quality of the code base, utilizing CI/CD pipelines with GitLab and Jenkins.
- Creation of new React components in the component library and using existing components for building new features.
- Worked in an agile team consisting of a product owner, verification engineer, a UX designer and several developers. Developed new features in iterative sprints and regular reviews of new functionalities with all stakeholders.

Technologies:

- |              |                           |
|--------------|---------------------------|
| • React      | • Git Lab,                |
| • TypeScript | • Playwright Unit Testing |
| • Jira       | • Figma                   |
| • Jenkins    | • VS code                 |

### Data centralization cloud application (Fullstack developer)

- As the lead Developer my responsibility was to understand the requirements by communicating with the hardware team and customer support team and designing of the cloud application accordingly.
- Designed and implemented a React user interface for visualizing TRIUX neo™ performance data uploaded from customer locations.
- Designed the Backend Node.js web API for storing incoming site data. The backed also served the stored data to the React application.
- Installation of the software at customer sites and configuring customer firewalls to allow uploads.

Technologies:

- |                          |                       |
|--------------------------|-----------------------|
| • JavaScript             | • SQL                 |
| • Node.js                | • Amazon Web Services |
| • React.js               | • Google Charts       |
| • Azure Active Directory | • Amazon Cognito      |

15/08/2017–12/11/2019

## Software Developer (.NET)

Whitepoint Digital Oy, Helsinki

### Facebook Marketing campaign manager tool

- Worked as the lead developer on a Facebook advertising campaign manager application for automating digital marketing.
- Understood business requirements and designed, the application front-end with jQuery and Bootstrap. Backend was designed with .NET MVC framework.
- Seamless integration with the Facebook Marketing API, for fetching live running Facebook campaign metrics and creation of new campaigns with the tool.
- Processing of campaign metrics data with a reinforcement machine learning algorithm for demographic optimization of live running campaigns.

Technologies:

- |                |                    |
|----------------|--------------------|
| • MVC 5 (.NET) | • Entity Framework |
| • C#           | • JQuery           |
| • SQL          | • Bootstrap        |

01/01/2017–01/08/2017 **Freelancer.com**

Freelancing, Tampere

I developed a budgeting Android mobile application using Xamarin, consisting of a mobile app and a .NET cloud server. The cloud server, coded as a .NET MVC web API, communicated with the Android application. The app allowed users to upload images of shopping receipts to the server, which was integrated with a third-party image processing API. This API could extract information from the receipts, such as items purchased and the store details, returning JSON data. The received JSON data was stored in an SQL Database on the cloud server, enabling users to monitor spending and track prices of items from various stores.

- MVC 5 Web API (.NET)
- Xamarin
- SQL
- C#
- Microsoft Azure
- Image processing REST API

Demola (Academic project), Tampere

I worked with a physiotherapist who aimed to share physiotherapy videos with clients and monitor their exercise progress on a daily basis. We designed a prototype UI for the required application. Following the prototype, I developed an MVP, integrating the application with the YouTube REST API. This allowed the physiotherapist to upload videos to his YouTube channel, and the exercise videos were embedded as iframes in the application. Clients could receive the appropriate exercise videos, mark completion of daily exercises, and the progress report was updated for the physiotherapist.

- MVC 5 (.NET)
- C#
- SQL
- Entity Framework
- Microsoft Azure
- JQuery

Implementation of the project can be seen here:

[http://www.youtube.com/watch?v=BPNqg-wu9\\_I&t=6s](http://www.youtube.com/watch?v=BPNqg-wu9_I&t=6s)

01/08/2015–30/04/2016 **Junior Software Developer**

CEPHIC, Lahore

I worked on a superstore inventory management and point-of-sale system, focusing on developing the inventory management module. This module tracked item locations on shelves and generated barcodes corresponding to item IDs. At the point of sale (POS), items were scanned, and as they were sold, the system deducted the corresponding quantity from the shelves. Technologies used in this project include C#, MVC, Entity Framework, jQuery, Bootstrap, and CSS.

01/08/2014–30/12/2014 **Powersoft19, Lahore**

During my internship with powersoft19 I worked on Android mobile applications along with a senior developer and I also worked on the company's attendance management system, performed debugging fixing and developed new modules in it on Asp.net, Ado.Net and SQL Server

2016–2020

### Masters in Computer Science (Human Technology Interactions)

Tampere University, Tampere

This degree focused on UX research in how humans interact with computers and designing technologies that let humans interact with technology in novel ways. Human-computer interaction researchers design technologies that are focused on the interfaces between computers and humans.

2010–2014

### Bachelor of Science in Electrical (Computer) Engineering

COMSATS Institute of Information Technology, Lahore

Computer engineering is a branch of engineering that integrates several fields of computer science and electronics engineering to develop hardware software systems. Computer engineers are involved in many hardware software aspects of computing and design software's, and hardware-software integration.

## PROJECTS

- Social Media Marketing Campaign Manager
- Budgeting Application developed in Xamarin Mobile
- ERP for Doctor Patient online consultation.
- Super Store Inventory Management System.
- Digital Physiotherapy (Demola, 2017)  
[https://www.youtube.com/watch?v=BPNgg-wu9\\_I](https://www.youtube.com/watch?v=BPNgg-wu9_I)
- Game store (Web development project,2017)  
<http://wsd-refactory.herokuapp.com>
- Kinect based Autonomous and Gesture Controlled Robo-Soccer Test-bed (Final Year Project,2014)

In this project we made four differential drive robots and controlled them with multiple modes of interaction. The robots were controlled with Arduino UNO having the Atmel ATmega microcontroller. The Arduinos was programmed to control the H-bridge motor driver for driving the robots. A Zigbee wireless sensor network was setup in which all robots were integrated with router modules for communication with the coordinator module attached to the laptop.

- The robots were controlled with an android application with connectivity over Bluetooth.
- Game controllers with the application written in Java Processing 2
- Gesture Control with the X-Box Kinect sensor for this the Simple Open NI library for the X- Box Kinect sensor was used which detects many joints of the human body. The wrist joints were tracked, and the robots were made to move corresponding the wrist movements.
- There was also an autonomous mode of play in which the robots were localized with a Kinect sensor looking from above. The robots were colour coded to identify them and the colours were recognized with the Open CV image processing library. In autonomous play the robots from either team tried to drag the ball towards their opponents' goal.

- White line following car (Lab-Project)

This project was first simulated on proteus in which a PIC 16F877A microcontroller was programmed in Hi-Tech C. Led lights, LDR's, Brushless motors, H-Bridge motor driver was used in the project. The car was able to follow a white line on a black background by shining the led light on the white line with black background the light reflects on white colour and is absorbed on black colour. The reflected light caused the resistance of the LDR to decrease thus the potential difference across the LDR to decrease similarly when the led shined on black background the resistance across the LDR increased giving a high potential different across the LDR. The potential difference across the LDR's was given as input to the analogue inputs of the microcontroller. These analogue inputs were used to drive the car on the centre of the line.

