

Samin Qureshi

saminm.qureshi@gmail.com · 647-916-2963 · linkedin.com/in/saminqureshi · github.com/blitzwolfz

Toronto, ON

Backend and systems-focused software developer with production ownership across cloud services, DevOps, hardware/software integration, automated testing, mobile apps, and C++ systems programming.

Experience

George Brown College Toronto, ON

Apr 2026 – Sep 2026

Research Assistant

- Sole backend developer for an industry-partnered energy-management platform; design and ship **Node.js**, **Express**, and **PostgreSQL** services plus ETL pipelines ingesting sensor telemetry every minute.
- Own production infrastructure across backend, frontend, database, and supporting services using **Docker**, **GitHub Actions**, **Debian Linux**, **Caddy**, and **DigitalOcean**; implemented **OAuth 2.0** authentication for the client portal.
- Reduced API response times by **50%** through profiling and refactoring database access patterns and shared multi-tenant backend modules.
- Built automated quality infrastructure from zero to **100+ unit, integration, and end-to-end tests**, including hardware/software integration coverage enforced through CI/CD.
- Integrated custom hardware with backend services and built image-processing/OCR extraction pipelines handling **50+ documents per day**.

Student Help Desk

Apr 2025 – May 2026

- Resolved technical issues for **150+ students weekly** across walk-in, phone, and email support; escalated specialized incidents and tracked cases in **Microsoft Dynamics 365 CRM**.

Paulos Poetry Toronto, ON

Aug 2024 – Nov 2024

Backend Developer

- Architected backend services in **Node.js**, **Express**, and **MongoDB**; optimized submission endpoints to increase throughput by **20%** and refactored legacy delivery modules for higher-concurrency traffic.

Toronto Metropolitan University Toronto, ON

Sep 2022 – Apr 2023

Hardware & Software Analyst Intern

- Developed internal inventory and records-management software that cut data-entry errors by **15%**; deployed and decommissioned **150+ enterprise devices** with zero security incidents.

Selected Projects

doodle-run — Native mobile game — Swift, Kotlin, SpriteKit, Jetpack Compose

Aug 2026 – Present

- Shipped a one-touch platformer for **iOS**, **macOS**, and **Android** with three gameplay modes and responsive portrait/landscape layouts; saminq.com/doodle-run.
- Built a deterministic **120 Hz** simulation with reusable terrain generation, collision handling, wall jumps, enemy interactions, and recovery mechanics; implemented Android rendering with hardware-accelerated Canvas and parity tests against the Swift version.

CoreX — Chess engine — C++20, multithreading, CMake

Dec 2025 – Present

- Engineered a **UCI-compliant C++20** chess engine reaching **1800+ Lichess Elo** using bitboards, Zobrist hashing, a transposition table, alpha-beta pruning, iterative deepening, and move ordering; live match history.

Serenity+ — Privacy-first mental health tracker — SwiftUI, SwiftData, Combine

Dec 2025 – Present

- Shipped to the **App Store**; built reactive habit, schedule, and notification state with fully on-device persistence for journals and streaks.

Education

University of Guelph — Bachelor of Computing, Degree Completion Pathway

Sep 2026 – Apr 2027 (Expected)

George Brown College — Advanced Diploma, Computer Programming and Analysis

Jan 2024 – Apr 2026

Technical Skills

Languages: C++, Swift, Kotlin, TypeScript, JavaScript, Python, SQL, Java, Bash

Backend & Data: Node.js, Express, PostgreSQL, MongoDB, SQLite, REST, gRPC, WebSocket, OAuth 2.0

Mobile & UI: SwiftUI, SwiftData, Combine, SpriteKit, Jetpack Compose, React, React Native

Infrastructure & Systems: Docker, GitHub Actions, DigitalOcean, Caddy, Debian Linux, CI/CD, CMake, multithreading, image processing, OCR, hardware/software integration