

PAWAIL QAISAR

SENIOR SOFTWARE
ENGINEER

PERSONAL PROFILE

Software Engineer with more than 8 years of experience over a broad range of languages, tools, and technologies.

AWARDS & ACHIEVEMENTS

Developed 'Gullu' a casual mobile game for Android with over 180k downloads to date

Runner Up ACM Programmer of the Year at National University of Computer & Emerging Sciences 2010, 2009, 2007

Winner Software Development Competition at International Schools Educational Olympiads 2005, 2004, 2003, 2002

CONTACT INFORMATION

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Water's Gate,
Bilberry,
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X91 PW61

EMPLOYMENT HISTORY

Senior Software Engineer

Routematch Software (2016 to date)

- Developed frameworks to integrate multiple payment gateways into Routematch products
- Developed various APIs to provide payment solutions to hundreds of transit and para-transit agencies across USA
- Pioneered and developed a mobile ticketing solution rolled out to three major customers

Multimedia Developer

TSSG (2015 - 2016)

Developed an iOS application for Morgan McKinley Recruitment company

Lead Software Engineer / Team Manager (iOS)

Tintash (2013 - 2015)

- Designed and developed iOS applications and games for customers including LifePrint, DraftKings, Phrazzle, and ForFit
- Led and mentored the iOS development team

Software Engineer

Virtism/Mobilezapp Inc. (2012 - 2013)

Software Engineer

Gameview Studios (2011 - 2012)

EDUCATION

National University of Computer & Emerging Sciences, Lahore, Pakistan

Bachelor of Science, Computer Science

- President Debating Club

Aitchison College, Lahore, Pakistan

GCE A Levels

- President Computer Club
- President Quiz Club

SKILLS AND ABILITIES

- iOS, macOS, tvOS applications with Swift & Objective-C
- Web applications with node.js, Go, Python, php, ASP.net
- DevOps: AWS EC2, S3, Lambda; Docker, Kubernetes; GoCD
- Game Development with Unity, Cocos2dx
- Database design with PostgreSQL, MySQL, and MSSQL flavours
- Elasticsearch, Redis, Memcached
- Frontend development with AngularJS, webpack, Bootstrap, jquery
- Domain-driven design and Test-driven development
- C/C++, 8051, and 8086 assembly
- UI/UX prototyping with Sketch