

Aliyah R. John

aliyahjohnx@gmail.com | [linkedin.com/in/aliyahjohn](https://www.linkedin.com/in/aliyahjohn) | Trinidad, W.I.
GitHub: github.com/aliyahjohn | Portfolio: aliyahjohn.wixsite.com/portfolio

OBJECTIVE

Creative software engineer with full-stack proficiency and a strong focus on front-end, UI/UX collaboration, and real-time interfaces. Resourceful, and passionate about combining technical precision with visual design in collaborative, user-centered projects.

EXPERIENCE

Software Engineer, Full Stack | Unipet, Trinidad & Tobago

AUGUST 2024 - PRESENT

- Developed an interactive frontend for the company's Calendar App, enhancing usability and user engagement.
- Led the development of the Procurement Vendor Registration B2B Web App, applying best practices for large data management, designing intuitive form experiences, and implementing robust field validations to ensure data accuracy.

Software Engineer, Frontend | Stealth

MAY 2025 - PRESENT

- Utilized Figma's MCP (Multi-User Cursor Presence) and custom cursor generation to build collaborative, real-time interactive dashboard interfaces based on existing designs

DevOps Intern | Unipet, Trinidad & Tobago

JULY 2024 - AUGUST 2024

- Supported development of customer dashboards for monitoring renewable energy product insights.
- Designed, built, and maintained responsive HTML and CSS components for Angular-based energy monitoring web app.

Software Engineer Intern | UWI Dept. of Computing and IT, Trinidad & Tobago

MAY 2023 - AUGUST 2023

- Developed message classification functions by integrating NLP models to filter 'fake news' comments.
- Developed push notification feature across Quasar and Flutter applications using Firebase Cloud Messaging.
- Resolved bugs in microservices architecture Android application by conducting REST API tests in Postman.

Digital Media Artist & Creative Content Producer | Studio ALDIA

AUGUST 2018 - PRESENT

- Developed a digital art brand offering products, video editing and creative content services; achieving 550+ sales and building a supportive online community of 6k+ across social media platforms.

EDUCATION

BSc. Computer Science (Hons.)

SEPTEMBER 2020 - SEPTEMBER 2023

University of the West Indies

Trinidad & Tobago

- Design & Analysis of Algorithms, Data Structures, OOP, Mobile Programming (Android), HCI, Databases +more

PROJECTS

Mini Game Center: The World of Fes (Solo) - Java 2D

github.com/aliyahjohn/TheWorldofFes

AR Game: Hunting the House (Lead) - Unity, C#

github.com/Cicada3301Project/Hunting-The-House

- Modeled custom 3D game sprites in Blender, designed and built immersive multi-scene AR GUI.

Student Recommendation Web App (Lead) - Flask, Jinja

github.com/Mendozes/Recommendation-app

LANGUAGES & FRAMEWORKS

- Java
- Python
- Angular
- Flutter

COMMUNITY & AWARDS

- **Rewriting the Code (RTC)**- Member
- **Google TEC & MLT**- Tech Prep Alum
- **Women In Tech Caribbean**- Member
- **1st Place Innovators**- *i² App Comp.*

INTERESTS

- Film Production & Video Editing
- Keyframe & FBF Animation
- Social Media & Content Strat.