Ahmed Elzaria

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EDUCATION

McMaster University

Hamilton, ON

Bachelor of Engineering, Software Engineering CO-OP

Graduating April 2026

Relevant Coursework: Software Design I & II, OOP in Java, Data Structures and Algorithms, Databases, Software Engineering Practice, Software Requirements and Security Considerations, Computer Architecture, Digital Systems & interfacing, Engineering Design II, Linear Optimization, and Discrete Mathematics I & II

EXPERIENCE

Software Engineering Intern - AI/NLP for Mobile Applications

May 2024 - Present

McMaster's Centre for Software Certification (McSCert)

Hamilton, ON

- Developing MindMend, an AI mental health journaling app, from scratch using Vue.js, built with Quasar and Capacitor for cross-platform mobile support
- Integrating sentiment analysis NLP models to provide personalized and timely mental health support to users
- Leveraging advanced libraries and frameworks, including Hugging Face Transformers, Tokenizers, Datasets, TensorFlow, and Python data science libraries (NumPy, pandas), for model training and fine-tuning
- Deploying on-device AI to prioritize data privacy, addressing mobile platform challenges for iOS and Android compared to cloud/server-based AI solutions

${\bf Software\ Engineering\ Intern\ -\ Compiler\ Optimization\ and\ Visualization}$

May 2023 – Aug. 2023

Hamilton, ON

McMaster's Centre for Software Certification (McSCert)

- \bullet Analyzed interactions and dependencies of $\mathbf{L}\mathbf{L}\mathbf{V}\mathbf{M}$ optimization passes during compilation
- Utilized pandas and NumPy for data manipulation and analysis, and scikit-learn for clustering programs
- Created transition graphs using NetworkX and Matplotlib, aiding code optimization understanding
- Implemented a pass microscope tool to analyze and draw conclusions on specific pass interactions
- Downsized Angha Project benchmark from 1 million to 3600 C programs for practical analysis
- Presented research at McMaster Undergraduate Research Fair

Projects

Maze Runner | Java, Maven, JUnit, JSON, Javadoc, UML, Git

Mar. 2024 - Apr. 2024

- Prioritized Agile methodologies, incorporating iterative and incremental approaches
- Implemented key software engineering principles and patterns including SOLID, GRASP, and GoF, along with effective version control and project management via GitHub Projects
- Developed algorithms for pathfinding and shortest path discovery, including Tremaux, Righthand, DFS, and BFS, with features for path verification and algorithm comparison
- Designed the application for seamless algorithm integration and provided performance comparisons

Rescue Mission | Java, Maven, JUnit, JSON, Javadoc, UML, Git

Jan. 2024 – Mar. 2024

- Followed Agile development lifecycle with iterative approaches over 2 months, focusing on requirements gathering, MVP development, feedback integration, testing, and deployment
- Applied key software engineering techniques: SOLID principles, GRASP and GoF design patterns, object oriented design, encapsulation, information hiding, and unit testing
- Developed a control program for a rescue drone to locate stranded individuals, and identify rescue point
- Optimized commands for efficient battery use and control integrity, ensuring effective command execution

<u>Ihsan</u> | Swift, SwiftUI, Xcode, Figma

May 2023 – Present

- Developed front-end for an iOS app offering prayer times and tracking, directions, and supplications
- Designed user interface in Figma and implemented it using SwiftUI
- Created an intuitive user experience for accessing daily supplications and religious content
- Collaborated with a team to integrate front-end designs with backend functionalities

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, Swift, HTML/CSS, Elm, Assembly, Matlab, Verilog, Bash Developer Tools and Frameworks: Git, GitHub, Apache Maven, Vue, JUnit, Linux, Unix, SwiftUI, VS Code, IntelliJ, Xcode, Jupyter Notebook, Google Colab, plantUML, SonarQube, PMD, Quasar, Capacitor, Figma Libraries: pandas, NumPy, Matplotlib, NetworkX, HuggingFace libraries, TensorFlow, scikit-learn