Christine Abdelmesih

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HIGHLIGHTS OF QUALIFICATIONS

- Proficient in Python, Java, JavaScript, C, C++, HTML, and CSS: Developed academic projects utilizing these technologies, demonstrating expertise in object-oriented programming (OOP) and a solid foundation in AI-related technologies.
- Strong problem-solving and analytical skills: Applied advanced algorithms and data structures to solve complex programming challenges, resulting in efficient, optimized solutions.
- Collaborative team player: Worked effectively on group projects and open-source contributions, gathering requirements, supporting cross-functional teams, and providing clear project documentation.
- Experience in corporate environments: Gained professional experience as an Architectural Assistant, developing problem-solving, project management, and teamwork skills in fast-paced, collaborative settings.
- Currently enhancing programming expertise: Enrolled in an advanced C++ course focusing on OOP, building on an A grade achievement in C programming.

EDUCATION

Bachelor of Computer Science, AI-Machine Learning stream.   **September 2023-Present**

Carleton University, Ottawa, Ontario
- Third-year standing, 11.66/12 (A)
- Expected Graduation Date: April 2027 with 4 terms co-op

Bachelor of Architectural Engineering   **September 2009-April 2014**

Helwan University, Cairo, Egypt

AVAILABILITY

Available for 4-16 months beginning in January or May 2025.

WORK EXPERIENCE

Architectural Assistant   **March 2024 to August 2024**

Archicana, Ottawa, ON
- Assisted in creating detailed architectural drawings and specifications using design software, which reduced manual workload and increased team efficiency, contributing to timely project completion.
- Prepared detailed working drawings, specifications, and design details for interior projects, ensuring alignment with project standards and contributing to accurate project execution.

Camp Monitor   **July 2023 to August 2023**

St. George and St. Anthony Church, Ottawa, ON
- Encouraged campers to work together during group activities, fostering a sense of inclusiveness and achieving an overall increase in camp participation.
- Supervised and organized daily activities for campers, ensuring safety and creating a positive environment that boosted engagement and teamwork.

Junior Interior Designer   **March 2022 to August 2022**
SGH Design Partners, Toronto, ON
   • Prepared detailed working drawings, specifications, and design details for interior projects, ensuring alignment with project standards and contributing to accurate project execution.
   • Collaborated with senior architects in client meetings, helping to present design concepts and address feedback in real-time, resulting in improved client satisfaction and faster decision-making.

Senior Architect & Interior Designer   **March 2019 to August 2021**
Archimid Architects, Cairo, Egypt
   • Directed the architectural and interior design process, ensuring that all proposed designs reflected the client's functional needs and aesthetic preferences, resulting in client satisfaction and project approvals.
   • Managed collaboration between architectural, interior design, and engineering teams to ensure cohesive project execution, from conceptual design through to completion.

APPLIED PROJECTS

In Java:
Electronics store:
   • Utilized encapsulation, inheritance, and polymorphism to design the Electronic Store classes' structure, enhancing flexibility and code organization.
   • Modified the Electronic Store codebase to utilize Abstract Data Types (ADTs) for streamlined data storage and retrieval, while integrating file input and output methods for effective data management.

Bank Account:
   • Applied Object-Oriented Programming (OOP) principles to design the Bank Account classes, ensuring modularity and scalability.
   • Updated the Bank Account code to integrate Abstract Data Types (ADTs) for optimized data handling, incorporating file input/output procedures to ensure secure data management.

In Python:
Enchanted Library, Text adventure game
   • Designed an immersive map for player navigation within the Enchanted Library.
   • Developed conversational prompts for interactions with ChatGPT, enriching gameplay with descriptive room and object narratives.
   • Created textual data files to store game data, optimizing resource management and memory usage.
   • Implemented game logic and algorithm to bring the Enchanted Library text adventure to life.