

Abdulrahman Al Odat

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Profile

3rd year Mathematics student with skills in object-oriented programming (Java, Python, C++), strong knowledge of data structures and algorithms, and the ability to apply mathematical concepts to real-world problems.

Technical Skills

- **Proficient** in Java, JUnit, C++, Python, Swift, Swift UI, Git, GitHub.
- **Familiar** with C, C#, R, HTML, CSS, JavaScript, SQL, Unity Game Engine, REST APIs.

Education

University of British Columbia | Vancouver, BC **September 2022 – April 2027**

- Bachelor of Science in Mathematics.
- TD Scholarship for Community Leadership – \$70k, chosen from thousands of students nationwide for creating welcometovan.ca to help newcomers in Vancouver which was also featured on [Global News](#)

Work Experience

Intern | TD Friends of the Environment Foundation | Remote **May 2023 – August 2023**

- Under a tight deadline, I tested and reported 40+ bugs for the TD Tree Days website, enhancing functionality and improving time management and attention to detail.
- Created 2-4 data reports and visualizations in Microsoft Excel weekly, boosting data analysis skills and Excel proficiency.
- Developed and delivered presentations to communicate findings and insights for my team.

Customer Service | BestBuy Canada | Vancouver, BC **October 2021 – June 2022**

- Resolved issues for 50–100 customers daily, improving my problem-solving and interpersonal skills.
- Engaged in conversations with customers to ensure they received informative, efficient, and memorable service, that improved my resulting in enhanced customer satisfaction and loyalty.

Technical Projects

[Harmony Hub](#) | Academic Project **September 2023 – December 2023**

- Designed and developed an Audio Player desktop application in Java, supporting multiple audio formats, enhancing my Java proficiency and creating a versatile tool for seamless playback.
- Implemented JSON load and save functions to store audio playlists, complemented by rigorous program testing using JUnit, resulting in reliable data management and enhanced application stability.
- Utilized version control with Git to push and store project updates on GitHub, resulting in efficient collaboration, code integrity, and streamlined project tracking.

[Flappy Bird](#) | Personal Project **January 2024 – February 2024**

- Utilized the Unity Game Engine to recreate the Flappy Bird game, resulting in the successful development of a fully functional and engaging game that strengthened my understanding of game design mechanics.
- Employed C# programming within the Unity environment to create robust game mechanics, interactive gameplay, and a seamless user experience.