

Ahmad Alsabbagh

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EDUCATION

- **University of Toronto** Toronto, ON
Computer Science; Bachelor of Science; Dean's List candidate *Sep. 2017 – Apr. 2022*

EXPERIENCE

- **SOTI** Mississauga, ON
Software Developer, Android Team *Sep 2019 - Aug 2020*
 - **Mobicontrol:** MobiControl enables companies to securely manage any device or endpoint with any form factor and any operating system
 - Developed features written in Java for multiple versions of Android with unit testing
 - Learned and used numerous frameworks for Android Development
 - Debugged and fixed countless bugs
 - Managed CI Automated Device Testing through Jenkins and Groovy
 - In charge of major effort to improve logging in Mobicontrol for Android developers
 - Participated in Scrum project management workflow using Jira
 - Wrote and updated developer documentation covering different development processes
- **University of Toronto** Mississauga, ON
Teacher Assistant, CSC209 *Jan 2021 - Apr 2021*
 - **CSC209:** Software Tools and Systems Programming
 - Software techniques in a Unix-style environment, using scripting languages and the machine-oriented programming language, C. What goes on in the operating system when programs are executed. Core topics: creating and using software tools, pipes and filters, file processing, shell programming, processes, system calls, signals, basic network programming.
 - Held weekly lectures to explain key concepts and answer student questions
 - Assisted professors in facilitating their lectures by monitoring/responding to the chat

PROJECTS

- **COVID-19 Statistics and News Mobile Application:** A COVID-19 statistics app that uses the NewsApi and scrapes accurate COVID-19 data of local municipalities in Ontario and displays it in one convenient app. Uses Data Visualization to display number of current cases, deaths, recovered cases, and hospitalized cases in your local municipality. Built using Flutter
- **Data Visualization for in-game Performance:** A website that uses the Riot Games API. A personal statistics web page to display important details about in-game performance using Data Visualization. Built using React
- **High Performance Chat Server:** A high performance multi-threaded Web Socket server for chatting. Server responds to a set of commands. Built using C

SKILLS

- **Languages:** Java, Python, C/C++, Bash, Javascript, SQL
- **Technologies:** Docker, Amazon Web Services, Google Cloud Platform, Git, Jira, Jenkins
- **Frameworks:** React.js, Flutter, Node.js, Django, Flask