



Ahmed Halat

Richmond Hill ON, | ahmedhalat@mail.utoronto.ca | [linkedin.com/in/Ahmed-Halat/](https://www.linkedin.com/in/Ahmed-Halat/) | github.com/AhmedHalat

Skills Summary

- Over 3 years of experience in Java, JS and HTML through the creation of web-apps and APIs
- Strong communication and leadership abilities developed as the head of the school's technicians crew and lead SDE intern
- Experience working with and designing MySQL databases for active use through PHPMyAdmin and MySQLWorkbench
- Moderate experience using frameworks such as VueJs, React, Angular, Laravel and Bulma (CSS) through personal projects and previous internship
- Experience creating and managing Ubuntu, Shell and Windows VMs through GCP
- Problem-solving skills developed through years of personal projects and improving practicalities and designs during internships

Education

HONOURS BACHELOR OF SCIENCE, COMPUTER SCIENCE COOP.

SEP 2019 - PRESENT

University of Toronto Scarborough, Scarborough On

Work Experience

SDE INTERN, ISEEHEAR INC; TORONTO, ON –

2018-PRESENT

- Extended capabilities of existing sites and implementing new features with JavaScript and HTML5 as well as built marketable single-page sites from scratch
- Designed and built multiple MySQL databases tables to allow for analytical purposes which allowed deeper understanding of consumer navigation and queries
- Explored Node.js and ReactJS and Bootstrap libraries to create single page applications
- Experimented with expanding the Google Assistant bot into a Vue.JS app to explore and provide feedback on expansion into the framework
- Built analytical server side tools to monitor and gain insight from customer workflow
- Created and implemented an advanced fuzzy search bar to allow customers to quickly and effectively search through a live FAQ site
- Researched and developed APIs to increase cross-site functionality to my FAQ search bar
- Redesigned features and UX on Figma then implemented changes in CSS3 in order to improved software practicality
- Created software to adhere to customer requests and minimize their workloads
- Expanded the company into the IOT space by building a Google Assistant App with ML tools such as Dialogflow (API.AI) to automate consumer workflows

HEAD OF STUDENT TECHNICIANS, LANGSTAFF SECONDARY SCHOOL; RICHMONDHILL –

2017-2019

- Recommended as head of technicians by administration after one year as a member
- Decreased load on school IT by organizing all tech equipment during school events while adhering to administration and school council's needs
- Trained new members and teacher supervisors how to use all technician equipment
- Managed funds and equipment while organizing members to assist with school events
- Saved school funds by building and managing the construction of new theatre sets



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Projects

GOOGLE CLOUD PLATFORM PERSONAL PROJECTS

2019-2020

- Created custom GCP machines with stop and start bash scripts for running and managing linux game servers
- Used GCP storage and Cloud Shell to manage storage and keep data backups
- Created a reverse proxy tunnelling VM in Ubuntu that establishes a secure endpoint connection from my localhost to my testing site for easy cross platform testing of ongoing projects
- Researched methods and eventually created a low latency Windows Server VM for cloud gaming
- Designed and created a Discord bot with Cloud Functions and Dialogflow to manage VMs and give group chats the ability to enable the game servers on demand while lowering running cost
- Used Firebase Hosting and Google Domains to effortlessly create and manage personal sites
- Effectively used PubSub and PubSubBeat to create a sink to Elk-stack in order to effectively keep track of logs created by VM assistant bot and GCP Compute engine

OTHER PERSONAL PROJECTS

2018-2020

- Designed and created a blog site with ghost using a personal custom theme to eventually host all my ongoing projects in blog form
- Used NPM modules to create a tool that parses BMO statements and upload the data to a custom local database for easy access
- Created an Elk-Stack project to provide additional value to personal financial data stored on local
- Used JS, HTML5 and CSS to efficiently build a multiplayer 2D ultimate Tic Tac Toe game with the intention of creating a server-side multiplayer site
- Experimented with CSS frameworks such as Bootstrap and Bulma to minimize project workloads
- Effectively used tools such as XAMPP and MySQLWorkbench to optimize workspaces

JAVA ENDLESS DUNGEON CRAWLER GAME – GR 11/12 CS FINAL

2018

- Created a top-down dungeon crawler, implementing over a total of 15 abstract Java classes, sub-classes and an interface to effectively keep track of all game objects
- Efficiently organized and managed maps and entity data in suitable data types
- Used problem-solving skills to create Mob and projectile systems for efficient performance
- Went above and beyond class expectance and received 100% on the assignment as a result of initiative
- Planned the project on Whimsical, a flowchart app to effectively plan class dependencies
- Managed Github project and ensured project completion resulting in more efficient time planning