

AHMED HUSSAINI

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Highlights of Qualification

- Upcoming Software Development graduate offering a strong foundation in software development and programming principles across multiple platforms and languages.
- Experienced in object-oriented programming; developing, testing, and debugging code; designing interfaces; and administering systems and networks.
- Proven ability to develop strong working relationships with both customers and colleagues through effective communication and interpersonal competence.

Technical Skills

- **Languages:** Java, C#, C, HTML, CSS, JavaScript, Python, SQL/Oracle
- **Frameworks:** jQuery, React, Angular, Node.js, .NET, Spring, Unity
- **Tools:** Git, Google Cloud Platform, Linux/Unix, Figma

Education

Physics

University of Toronto, Mississauga

2016 – 2019

Computer Systems Technology – Software Development and Network Engineering

Sheridan College, Oakville, ON

2019 – 2022 (Expected)

Work Experience

Associate

Laser Template Inc., Mississauga, ON

May 2018 – August 2018

- Responsible for general IT in hardware and software
- Worked with MS Office to manage documents
- Utilized communication skills to search for and contact potential customers
- Worked with and calibrated CNC machines

Analyst

Lionbridge Map Analyst, Mississauga, ON

February 2020 - Present

- Analyzed and provided feedback on maps for leading search engines, using an online tool

Projects

Personal Website | HTML, CSS, JavaScript

- Utilized vanilla HTML, CSS, and JavaScript to create a responsive site from scratch.

Covid-19 visualizer | HTML, jQuery, Ajax, JavaScript, CSS

- Responsive web-app that retrieves JSON data from a remote server asynchronously and displays it on a Chart.js graph.

Travel Advisor | REACT.JS, JavaScript, APIs

- A React App that uses APIs to find and display hotels, restaurants, attractions, and the current weather on a map.

Ecommerce App | Angular, NodeJS and MySQL

- A full-stack ecommerce app with a checkout and user authentication.

Mobile Game | C#, Unity2D

- Designed, developed, and published a small mobile game using the Unity game engine.