Ali Akbari

Calgary, AB | 825-438-2985 | alimustanserakbari@gmail.com | LinkedIn | Github

EDUCATION

University of Calgary **Calgary, AB**

Bachelor of Science in Computer Science *Expected Graduation Date: May 2026*

- **Cumulative GPA:** 3.8/4.0
- **Awards**: Dean's List (2024), Jason Lang Scholarship (2024), Three Year Honour Society (2022)
- **Relevant Coursework**: Data Science, Data Analysis, Object-oriented programming, Data Structures & Algorithms, Computer Machinery, Information Security, Probability Theory

PROJECT EXPERIENCE

Bike Demand Analysis and Visualization **Calgary, AB**

- Python-based application leveraging Pandas and SQLite for data manipulation and analysis, enabling the efficient categorization and calculation of average bike rentals based on temperature and seasonal variations
- Utilized SQL to create views for deriving average rentals per temperature category and season from the dataset, ensuring accuracy and efficiency in data handling
- Used Matplotlib for data visualization, creating intuitive bar charts that clearly represent average bike rentals, complete with descriptive titles, axis labels, and integrated gridlines to enhance readability

Personal Portfolio Website **Calgary, AB**

- Utilizing HTML, CSS, and JavaScript developed a fully responsive personal portfolio website to showcase projects, technical skills, and contact information
- Using JavaScript implemented dynamic and interactive UI components to enhance user engagement and smooth navigation across sections
- Designed and structured the website for accessibility and mobile-friendliness, ensuring cross-device compatibility and a seamless user experience on desktop and mobile browsers

Unity Endless Runner Game **Calgary, AB**

- Using C# and Unity Engine created a 3D game using focusing on smooth player movement, collision detection, and camera-follow mechanics, incorporating obstacle spawning and increasing difficulty over time
- Implemented various game mechanics such as player inputs, object collisions, and physics-based interactions, creating an engaging and dynamic user experience
- Implemented game progression elements such as increasing speed and difficulty over time, enhancing the replayability and challenge of the game
- Integrated a scoring system and UI elements for real-time feedback, improving user engagement and gameplay feedback.

SKILLS & TOOLS

Skills: Python, Java, C, SQL, C#, HTML, CSS, Javascript, Assembly, Haskell, Unit Test, UML

Tools: Git/Github, Linux/Unix, Tableau, VSCode, Matplotlib, Microsoft Office (Excel), Latex, Unity Engine

EXTRA-CURRICULAR ACTIVITIES

Competitive Programming Club **Calgary, AB**

University of Calgary *September 2023 - Present*

- Collaborated with a team of 3-4 students to tackle complex coding challenges, enhancing problem-solving skills with various data structures and algorithms
- Contributed to developing efficient solutions for coding problems, emphasizing performance optimization, algorithm complexity, and space utilization in Big-O notation
- Actively participated in mock competitions, working under time constraints to solve sets of programming problems, fostering teamwork and time management
- Expanded knowledge of various problem-solving techniques through group discussions, lectures, and workshops, gaining insights into different algorithms and coding strategies