

Ali Akbari

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EDUCATION

University of Calgary

Bachelor of Science in Computer Science

Calgary, AB

Expected Graduation Date: August 2026

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

PROJECT EXPERIENCE

Personal Portfolio Website

Calgary, AB

- Developed a fully responsive personal portfolio website using HTML, CSS, and JavaScript to showcase projects, technical skills, and contact information.
- Implemented dynamic and interactive UI components using vanilla JavaScript 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.
- Integrated third-party libraries and APIs such as Google Fonts and to enhance the visual appeal and functionality of the website.
- Deployed the website using a third-party software configuring the domain to ensure a secure, live and professional experience.
- Conducted user testing with peers and gathered feedback to refine the design and functionality, ensuring an intuitive user interface.

Unity Endless Runner Game

Calgary, AB

- Created a 3D game using Unity Engine and C# focused 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.
- Integrated a scoring system and UI elements for real-time feedback, improving user engagement and gameplay feedback.
- Designed and implemented a start screen with a "Start Game" button, including clear instructions on character movement and controls, providing users with a seamless introduction to the gameplay
- Implemented game progression elements such as increasing speed and difficulty over time, enhancing the replayability and challenge of the game.

SKILLS & TOOLS

Skills: Python, Java, C, C#, HTML, CSS, Javascript, Assembly, Unity Engine, Unit Test, UML

Tools: Git/Github, Linux/Unix, VSCode, Javadoc, Microsoft Office (Excel)

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.