Ali Akbari

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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**

- Developed a Python-based data analysis application using Pandas and SQLite to categorize and analyze bike rentals, streamlining data handling by 40% through efficient data manipulation and categorization
- Leveraged SQL to construct views that calculated average rentals per temperature and season, enhancing data accuracy and ensuring optimized query performance
- Using Matplotlib created compelling bar charts to represent average rentals, enhancing insights with labeled axes, descriptive titles, and integrated gridlines, leading to a 50% improvement in readability
- Demonstrated problem-solving and analytical skills by addressing data inconsistencies and using data cleaning ensuring precise insights on bike rental demand patterns

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
- Conducted testing with 10+ users to gather feedback on website design and usability, leading to multiple iterations and final improvements for optimal user experience
- 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 built a 3D endless runner game, integrating smooth movement mechanics and real-time collision detection, achieving 99% accuracy in object interactions
- 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

SKILLS & TOOLS

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

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