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Ali Al Shammaa

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UW BCS 1B STUDENT

a8alsham@uwaterloo.ca

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EDUCATION

IB-DP alumni : 40/45 points

UWaterloo - Bachelor Of Computer Science Student :

93 % Cumulative GPA

AWARDS

The President's Distinction Award

SKILLS

- High-level of communication and people skills which makes me an easily approachable and friendly personality.
- Highly Goal-oriented person with profound skills in time management, prioritization and organization that I apply when completing my tasks.
- A Positive Thinker and an optimistic analytical problem-solver.
- Intermediate programmer in JavaScript & Python

WORK EXPERIENCE

1. Platform Bot developer @ Game Pill

Software at request
Jun - Nov 2020

- Analysed the platform of interest in order to find the best possible way to reach as much professional gamers and streamers as possible.
- Designed a Bot and included a GUI in Python using Tkinter, Selenium and Json.
- Troubleshooted the issues pertaining to the code and its execution.
- Communicated with the supervisor about their wishes for the Bot and incorporated them in the Bot

2. Frontend Web Developer @ Atlas365

Jul - Sep 2020

- Update certain functionalities of Atlas365's EcoPoint's Website using WebDev technologies (TypeScript, HTML, Css and related frameworks)
- Enhanced and assured the quality of the code
- Integrated Linting and formatting into the Project

3. Research Assistant at Ryerson University LiTrans Lab

Aug - Sep 2019

- Was involved in the game development of a VR simulation of autonomous vehicles using Unity3D and C# in Visual studio.

TECHNICAL SKILLS AND ACCOMPLISHMENTS

- Skilled in Python
- Skilled in Web development : TypeScript, JavaScript, HTML, CSS, React Module & Angular Framework.
- Knowledge of Git version-control system

PERSONAL PROJECTS

1. ChessML (<https://github.com/AliAlShammaa/ChessML>)

- Programmed software (in JS) that can play Chess at a Beginner level using the ML algorithms
- The core algorithm is the Minimax with AlphaBeta pruning.
- Integrated the following solutions to improve pruning and thus increase calculation speed :
 - HashTables with Zobrist Hashing
 - Iterative deepening framework
 - KillerMove heuristics and move reordering