

# ANTHONY MASSAAD

✉ [massaadanthony@hotmail.com](mailto:massaadanthony@hotmail.com) [in AnthonyMassaad](#) [🐙 tony1bally](#) [🌐 tony1bally.github.io](#)

## EDUCATION

---

Carleton University

Bachelor of Software Engineering with Co-op

September 2019 - Present

Ottawa, ON

- **CGPA:** 10.28/12, **Co-op Availability:** 4-8 months starting September 2022, **Expected graduation:** April 2024

## SKILLS

---

**Languages:** JavaScript, Python, HTML, CSS, PHP, Java, C, SQL

**Tools/Technology:** Git, NoSQL, JSON, XML, Linux, IntelliJ, Visual Studio Code, PyCharm

**Soft Skills:** Time Management, Teamwork, Communication, Problem Solving, Leadership, Accountability, Quality assurance

**Concepts:** Software Design Patterns, Object Orientated Programming, Operating Systems

## PROJECTS

---

**Chat Bot** — Python, PySimpleGUI, JSON, Deep Learning

**Feb. 2022**

- Developed a chat AI using PySimpleGUI as the GUI framework for user input and AI responses.
- Implemented the AI's database using JSON consisting of tags, patterns, responses, and context to handle a flow of conversation.
- Utilized the Deep Neural Network Model which takes in the parsed data, trains the bot to produce probability for accurate and precise responses given user input.

**Monopoly** — Java, XML, Swing, MVC Design Pattern

**Dec. 2021**

- Developed an object orientated - Java based application of the game Monopoly, which follows the MVC design pattern allowing of maximum reliable and maintainable code.
- Applied reinforced learning to add the option of having AI players in the game, with the ability to purchase properties and houses.
- Utilized XML to implement save/load features, as well as custom boards.

**Online Art Store** — HTML, CSS, JS, PHP, NoSQL, Apache

**Dec. 2021**

- Developed an online art store website using PHP and NoSQL that allows users to browse and favorite a variety of paintings.
- Use of Caching, which stores used retrieved data from the SQL database. This allows the avoidance of redoing complex queries that takes time to process and load.
- Use of Object Orientated Programming for high maintainability and reduce of redundant code when browsing the large selection of paintings.

**Path Finding Algorithm** — Python, Pygame, Priority Queue

**Aug. 2021**

- Developed a GUI using the Pygame module that presents a path finding visualization between two points and optional obstacles.
- Implemented the A-star algorithm as the visualization for the project to determine the shortest path possible between two points and optional obstacles.

## WORK EXPERIENCE

---

Elections Canada

Web Designer/Developer

January 2022 - Present

Ottawa, Ontario

- Would have weekly meetings with teams/individuals to discuss best approaches for web content that would satisfy the organizational need.
- Developed Surveys utilizing Microsoft products to retrieve, present or post information on site for the organization.
- Developed a Weekly Update Form for management utilizing Microsoft products that helps reduce the use of high emails and maintain task information in one area.

**Canadian Tire**

Hardware/Houseware Employee

**October 2018 - Present**

Ottawa, Ontario

- Provide professional customer service to shoppers who needs assistance using oral and visual communication
- Fix, re-stock, and clean aisles, which demonstrates responsibility and ensuring that customers would be satisfied day by day
- Occasionally have group discussions with the manager and other employees to suggest methods and ideas on how to improve the workplace environment, and customer attractions