

ANTHONY MASSAAD

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EDUCATION

Carleton University

Bachelor of Software Engineering with Co-op

September 2019 - Present

Ottawa, ON

- **CGPA:** 10.32/12 (A-), **Expected graduation:** April 2024

SKILLS

Languages: JavaScript, Python, HTML, CSS, PHP, Java, C, SQL, JSON, XML, Ejs, Makefile.

Tools and Frameworks: Git, NoSQL, Linux, IntelliJ, Visual Studio Code, PyCharm, Node.js, Express, Socket.io, React, TypeScript, SCSS, NextJS, UNIX, React-Native, Docker, Jira, Prisma.

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

Concepts: Software Design Patterns, Object Orientated Programming, Operating Systems, Data Modelling, Data Architecture, Internet Protocols

PROJECTS

Real Time Chat ([GitHub Link](#)) — Ejs, CSS, JavaScript, Node.js, Socket.io, Body-parser, Express

Apr. 2022

- Created interface using Ejs, CSS and JavaScript that allow users to have a real time conversation with other users that are connected to the same server.
- Created an easy-to-use interface to allow users to easily send messages and see how many users are in the same server. This interface designed to be accessible on any device (laptops, tablets, or phones).

Chat Bot ([GitHub Link](#)) — Python, PySimpleGUI, JSON, Deep Learning

Feb. 2022

- Developed an Artificial Intelligence chat messaging application using PySimpleGUI as the GUI framework for user input and AI responses. This application self-learns and improves based on user input data.
- Implemented the AI's database using JSON consisting of tags, patterns, responses, and context to handle a flow of conversation.
- Used Deep Neural Network Model which takes in the parsed data, trains the bot to produce probability for accurate and precise responses.

Monopoly ([GitHub Link](#)) — Java, XML, Swing, Model View Controller Design Pattern

Dec. 2021

- Developed an object orientated - Java based application of the game Monopoly, which follows the MVC design pattern, which reinforces reliable and maintainable code.
- Used XML to implement save/load features, as well as custom boards.

Online Art Store ([GitHub Link](#)) — 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.
- Uses caching to store data that was previously taken from the database. This makes the website faster because it does not retrieve complex code every single time.
- Uses Object Orientated Programming for code reusability and flexibility. It also reduces data redundancy.

Path Finding Algorithm ([GitHub Link](#)) — Python, Pygame, Priority Queue

Aug. 2021

- Developed a Graphical User Interface using A-star algorithm and Pygame module to show the fastest path between two locations.

WORK EXPERIENCES

Irdeto **April 2023 – September 2023**
Software Developer Ottawa, Ontario

- Worked with the Irdeto Reference Cloud App (IRCA) team in developing a web application using NextJs and TypeScript.
- Worked with Amazon Web Service (AWS), Microsoft Azure and Auth0 authentication.
- Implemented many web pages including an internationalization page to help with creating unique translations for the content of the website, with the base language being English. This solution was then used in many other web applications at Irdeto.
- Also contributed to creating a Irdeto website component library using TypeScript to have pre-defined web components and functionalities that will assist in speeding up web development at Irdeto.

Elections Canada **November 2022 – October 2023**
Website Designer and Developer Ottawa, Ontario

- Worked on a new website branch, Digital Enterprise Transformation Branch (DETB) using HTML, CSS, and JavaScript.
- Have weekly meetings with key stakeholders to discuss their requirements to design and develop their webpages.
- Created a script file for animating components on web pages using JavaScript.

Irdeto **September 2022 – January 2023**
Software Developer Ottawa, Ontario

- Provided manual assistance in maintaining the test framework and machines.
- Improved the logger implementation using python in one of Irdeto's software components, which enhance the logs more efficiently and effectively. This allows debugging to be much easier.
- Aided in one of the major product releases to a client, which resulted in developing in C and in Makefile to support a dialect.
- In a team collaboration during corporal hackathon, we developed a slack bot using python to help track Merge Requests (MR) from GitLab. This is done by sending a daily list of pending MRs, as well as post into a specified channel of MRs sent. This helps keep organization and ensure everything is reviewed.

Elections Canada **January 2022 – August 2022**
Website Designer and Developer Ottawa, Ontario

- Using web programming languages (HTML, CSS, JavaScript, and JavaScript libraries), I develop webpages for the Digital Transformation Branch. This includes web pages for the change management team, project management team, Data Management Centre of Expertise...etc.
- Have weekly meetings with key stakeholders to discuss their requirements to design and develop their webpages.
- Developed a search algorithm for the Digital Transformation Branch to locate content much easier.
- Create a custom style sheet and JavaScript file for the Digital Transformation Branch, which allows any developer to easily create custom components and animations.
- Using PowerApps, I developed a form to automate our team's weekly updates. This form has reduced the volume of emails and eliminated the need to manually gather the team's information. developing new skills, as well as showing and enhance my current skills either.