
EDUCATION

- **University of Alberta** Edmonton, AB
BSc Honors in Computing Science; CGPA: 3.8; Major GPA: 3.9 *September 2017 - Present*
 - **Scholarships & Awards:** International Student Scholarship (2017 - Present), International Advanced Placement Scholarship (2017), International Country Scholarship (2017), University of Alberta Undergraduate Scholarship (2018), Dean's Honor Roll (2018)
 - **Completed Coursework:** Introduction to Tangible Computing I & II, Formal Systems and Logic, Database Management, Computer Organization and Architecture
 - **Coursework In Progress:** Introduction to Software Engineering, Operating Systems Concepts, Computer Networks, Security in a Networked World

EXPERIENCE

- **WCB Alberta** Edmonton, AB
Business Analyst Summer Student *May 2018 - August 2018*
 - **Test Automation:** Automated the manual tests for web based software.
 - **Test Automation Training:** Taught the CodedUI automation framework to the rest of the team.
 - **Internal Website Development:** Developed the internal website for the Business Services Coordination team.
- **University of Alberta** Edmonton, AB
Undergraduate Teaching Assistant *September 2018 - Present*
 - **Teaching Assistant - CMPUT 274/275:** As a teaching assistant I hold office hours and aid students with Python and C++ programming concepts during class. This class is an accelerated introduction for Honors Computing Science and Computer Engineering students.
- **YZER Group** Dubai, UAE
Software Development Job Shadow *June 2017 - August 2017*
 - **Software Development Job Shadow:** During the job shadow I was trained in Software and Web development practices, as well as being introduced to version control software, Linux OS and database architecture

PROJECTS AND COMPETITIONS

- **Arduino Air Hockey:** Created an air hockey game in C++ for the Arduino platform with a realistic physics engine.
- **RBH:** Retro Bullet Hell is a retro arcade style bullet hell game written in Python3 using the Pygame library.
- **ICPC 2018 Rocky Mountain Regional Contest:** I was one of the participants at the ICPC RMRC 2018. Our team got 23rd place out of 64 teams attending.
- **The Name of The Game:** Third place in HackED 2018 hackathon. It is a platformer where you control the environment, and not the character. Meant to introduce children to basic programming concepts.
- **Alberta Collegiate Programming Competition:** Our team of three people got second place in Division 2

PROGRAMMING SKILLS

Languages: C#, Python, C++, SQL, Java **Technologies:** CodedUI, Git, SQLite Windows, Linux, Arduino

EXTRACURRICULAR ACTIVITIES

- **Scuba Club:** I was the Vice President of Information at the UAlberta Scuba Club from September 2017 to September 2018
- **Programming Competitions:** Computer Programming Challenge 2017 (Heriot-Watt University Dubai), Alberta Collegiate Programming Competition 2017 and the UofA Programming Contest 2018, ICPC RMRC 2018
- **Hackathons:** I regularly participate in Hackathons such as HackED Beta, MLH Local Hack Day and HackED 2018
- **In-Residence Tutoring:** Volunteering as a Peer Tutor for the Lister Centre for the 2018-2019 academic year

REFERENCES

References and other information available upon request.