Ayman Akhras

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Education

McMaster University | Software Engineering, Bachelor of Engineering Expected in 06/2024

- Software Engineering, Bachelor of Engineering
- McMaster Honour Award (Dec. 2020)
- GPA: 3.9

Skills

Languages: Python, C#, C++, SQL **Web Development:** HTML, CSS

Other Tools: Unity, Github Teams, Microsoft Excel, Objective-C, Adobe Photoshop, NI Multisim

Experience

Pioneer Engineering - Toronto, ON | MANFUCATURING EMPLOYEE | June. 2020 - Sept. 2020

- Constructed industrial electronics in a seasonal position for the years of 2018, 2019, 2020.
- Assisted in the shipment of approximately 1000 rectangular led and non-led flush mount ceiling lights
- Utilized heavy duty machinery to modify the physical properties of more than 5000 metal components

<u>Leadership</u>

McMaster Google Developers | General Member | Sept.2020 - Present

- Completed over 50 competitive software development challenges within the 90th percentile of runtimes.
- Explored various data structures and algorithms such as O notation, hash maps, dictionaries, while considering runtime and space limitations.

McMaster Leading Edge | Game Design Member | Sept. 2020 - Present

- Collaborated with an interdisciplinary team to create a 2-dimensional platform game using **Unity** and **C#**.
- Utilized GitHub Teams to integrate code while following the waterfall design process.

McMaster Solar Car Project | Software and Electrical Member | Dec. 2020 - Present

- Integrating new technologies in creative ways to create an inventive and efficient solar race car.
- Programming in C++ to help build in the production of electric vehicles.

Distributive Education Clubs of America | Chapter Executive Member | Sept. 2019 – June 2020

- Led an educational program focused on accounting methods for over 20 high school students.
- Applied problem solving and critical thinking skills at regional business case competitions (DECA).

Health Occupations Students of America | Co-President | Sept. 2019 – June 2020

- Led a team of a dozen of executive members in competing in a health science focused competition (HOSA).
- Instructed a class of 50 high school students about biological functions of the human body.

Projects

Monkey Ball | Unity Programming and Design

- Developed a 3-dimensional game platform game using Unity and C#.
- Applied Object-Oriented-Programming from the use of inheritance, abstraction, encapsulation, and polymorphism to define various components such as the players and objects.