Aymen Shoteri

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Education

McMaster University Hamilton, ON
Bachelor of Science in Science (Honours) in Computer Science and Mathematics *Sept 2021 – May 2025*

- **Academics:** Cumulative GPA of 3.5/4.0
- **Relevant coursework:** Data Structures and Algorithms, Automata and Computability, Intro to software development, Principles of programming languages, Information security, Algorithms and Complexity
- **Clubs and Societies:** President of McMasters Math and Computer Science Official Discord Server and Facilitator of McMaster Chess Club.

Projects

Dynamic Crypto Tracker web application using React. | *Project in JavaScript* August 2023

- Employed **JSX**, **HTML**, and **SCSS** to create a user-centric interface, focusing on intuitive navigation and engaging visuals, resulting in a highly accessible and user-friendly application.
- Leveraged **Zustand** for state management to streamline user interactions and data updates, ensuring a seamless and responsive user experience.
- Incorporated **React-Router** for fluid app navigation and used classNames for dynamic styling, which collectively improved the application's usability and visual appeal.
- Developed focused cryptocurrency search functionality using **Sass**, facilitating efficient market analysis and contributing to a scalable, maintainable codebase.
- Achieved **99.9%** up-time in a high-traffic environment, demonstrating the application's robust performance and reliability in managing complex functionalities and large data sets.

Connect 4 Game Made Using Java (with AI) | *Project in Java and AI interface* April 2023

- Leveraged Java to develop a Connect 4 game, allowing dual modes of play: player vs. player and player vs. AI. This dual-mode functionality provided an engaging and versatile gaming experience, catering to different user preferences.
- Designed a robust algorithm to check for win conditions after each move, ensuring accurate detection of victories or draws. This feature increased the reliability and fairness of the game, enhancing player engagement.
- Incorporated an AI opponent using a **minimax algorithm**, enabling the AI to make strategic moves based on the game state. This AI functionality challenged players with intelligent opposition, simulating a more competitive gaming environment. The **AI's recursive function analysis** of potential future moves significantly improved the game's strategic depth.

Technical Skills

Languages: Python, Java, JavaScript, SQL, C, HTML, CSS, Haskell, and OpenGL

Developer Tools: Pandas, NumPy, React.js, Three.js, SQLite3, Eclipse, and GitHub