Fadi Baghdadi

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Education

Memorial University of Newfoundland   **Jan. 2021 – Current**
Bachelor of Science in Computer Science   *St. John's, NL*

Memorial University of Newfoundland   **Jan. 2021 – Current**
Minor in Business Administration   *St. John's, NL*

Relevant Coursework in Computer Science

- Data Structures
- Computer Networking
- Evolutionary Programming
- Dynamic Programming
- Algorithm Design and Analysis
- Intro to Operating Systems
- Information Management
- Software Engineering
- Object Oriented Programming

Experience

American Eagle   **November 2023 – Present**
Senior Brand Ambassador   *St. John, NL*

- Took on additional responsibilities.
- Managing brand ambassadors during day to day.
- Responsible for opening and/or closing the store.
- Addressing and resolving customer complaints or issues.
- Made sure store was hitting its targets and operating in a friendly environment everyday.

American Eagle   **September 2022 – November 2023**
Brand Ambassador   *St. John's, NL*

- Interacted with a diverse customer base, that developed strong customer service and communication skills.
- Focused on customer selling and promoting the brand.
- Focused on maintaining the store.

Projects

Online Quiz Generator

- Programmed a quiz generator using the Chatgpt API module in Python.
- The program is written using the Flask framework and deployed using Heroku.
- Users give a subject, the program displays an interactive quiz that the user plays.
- Website link - quizzed-on-anything-90fedb3112ed.herokuapp.com

Ultimate Tic Tac Toe

- Programmed an Ultimate Tic Tac Toe 2-player game server using the bottle framework with a Team
- Worked with a team following the Agile process model
- Used GitHub Kanaban board and issue tracker to keep track of progress

Online Portfolio

- Programmed an Online Portfolio using the React JavaScript library
- Website link - fadibagh.github.io/Portfolio

Game Of Life Simulator

- Programmed a script that simulates the evolutionary program 'game of life'
- Learned how to add rules to an evolutionary program
- Learned how to initialize cells based on specific patterns

Finding Longest Sub-string/Sub-sequence using Dynamic Programming

- Used dynamic programming to find the longest common sub-string that is also a sub-sequence of another
- Learned about ways to mutate dynamic algorithms to fit our target.
- Learned about time complexities with regards to dynamic programming compared to other methods.

Multi Threaded Prime Number Finder in C
- Wrote a multi threaded C program that finds all prime numbers within a specified range using a given number of threads
- Learned about how we can make programs more efficient by using threading.
- Learned about load balancing concepts with regards to threads.

Cows and Bulls Game using Sockets in Java
- Wrote a program in Java that allows a basic client to connect to a server using sockets, to play a game of Cows and Bulls.
- Learned how server-client interaction works on a broad level.
- Got a good basis of how networked behaviour can be built into programs.

Skills

- Python
- HTML
- CSS
- JavaScript
- C
- Java

- GitHub
- Unit Testing
- React
- Chatgpt API
- SQLite
- MS Office

- Quick Learner
- Problem Solving
- Team Player
- Adaptable
- Fluent in Arabic and English