Ismail Feham

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TECHNICAL SKILLS

Languages: C/C#/C++, Java/Script, Python, SQL (Postgres), NoSQL (DynamoDB, MongoDB, Neo4J)
Frameworks: React, NEXT, Node, Redux, Vue, Django, Cypress, Flask, JUnit, WordPress, Material-UI, TailwindCSS
Developer Tools: Git, Docker, Jenkins, Maven, Google Cloud Platform, AWS, VS Code, Visual Studio, JetBrains IDEs, Eclipse, SonarQube, SonarCloud, Sentry
Libraries: JavaFX, pandas, NumPy, Matplotlib

EDUCATION

Concordia University   Montreal, QC
*Bachelor of Engineering, Software Engineering **(GPA: 3.7)***   *Aug. 2021 – May 2025*

Vanier College   Montreal, QC
*Diploma, Computer Science and Mathematics **(R-Score: 33)***   *Aug. 2019 – May 2021*

EXPERIENCE

C++ 3D Software Developer | Sept. 2024 – Dec. 2024
innovmetric   *Quebec City, QC*

- Refactored and redesigned performance tests, reducing execution time by **95%**, boosting test suite efficiency.
- Contributed to the team's **R&D** project on the **3D** inspection platform, ensuring the accuracy of GD&T calculations and resolving alignment challenges - working specifically with the codebase's **Object-Relational Mappers**
- Enhanced user experience through UI improvements, including dropdown menus and status bar indicators for GD&T standard selection, and delivered a **well-received demo** to **stakeholders**.
- Developed a command for modifying data alignment groups in **PolyWorks|Inspector**, implementing dialogs with **MVVM architecture** and rigorous unit and integration tests using **BOOST** and **MSCL**.

Full Stack Web Developer | May 2024 – Aug. 2024
Flexspring⫻   *Quebec City, QC*

- Developed and implemented new frontend features with **React TS**, **React Query**, and **Metronics**
- Built backend services using **Java Spring Boot** with **AWS Cognito** for authentication, and managed data with **Redis**, **Aurora**, and **PostgreSQL**.
- Utilized **Docker**, **Jenkins**, **Sentry**, and **SonarQube** in a formal CD/CI process for reliable software delivery
- Modernized the UI by replacing **Redux** with **TanStack Query**, improving performance and reducing boilerplate.

Full Stack Web Developer | Aug. 2022 – Dec. 2022
ROSS   *Ottawa, ON*

- Presented bi-monthly updates to **stakeholders**, incorporating feedback to build trust and ensure project alignment.
- Designed and developed UI features using **React TS**, **Redux**, and **AJAX** for enhanced frontend functionality
- Maintained backend services with **Java Struts II**, implementing **AJAX Events** for server-view synchronization.
- **Significantly** reduced latency by engineering a **WebRTC-based** real-time, peer-to-peer communication service while leveraging NodeJS as a signaling server.

PROJECTS

Personal Website Custom OS | | *NEXT.js, Vercel, Tailwind CSS, Framer Motion*   Winter 2024
- Developed a **custom OS web application** from scratch.
- Experimented with **innovative layouts and color schemes** to achieve a unique, **retro-inspired aesthetic**
- Utilized **Framer Motion** to create complex animations, enhancing user experience.
- Showcased design concepts on a **Figma** page inspired by retro aesthetics.

Console3DGameEngine | | *C++, Visual Studio*   Winter 2023
- Developed a **console-based 3D Game Engine**.
- Utilized **transformation matrices** for object manipulation in 3D space.
- Implemented a **performance-optimized clipping feature**, greatly improving performance.
- Enabled rendering of **user-imported .obj files** within the engine.