Henry Saber

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EDUCATION

Bachelor's Degree of Applied Science in Software Engineering (Co-op)

Sept 2022 - April 2026

University of Ottawa

- Admission scholarship (4000\$) awarded to students with over 95% average
- CGPA: 9.4

SKILLS

Software Engineering

- Proficient in Java, Python, HTML, CSS, Javascript, and Git
- Developed a website using HTML and CSS
- Familiar with Object Oriented Programming
- Designed games and a student library data structure using Python

Computer

- Familiar with Unix environments (macOS and Linux).
- Knowledge of CRM to create invoices and retrieve customer data
- Experienced with software such as Microsoft Office Suite and Visual Studios
- Charged with **building** and **maintaining** hardware for **12** computers

WORK EXPERIENCE

Partners Power Trading Inc (Ottawa, ON)

Aug 2019 - Present

Returns Department Manager:

- Attributed over **\$2 million** in customer returns
- Charged with preparing daily returns for distributors
- Created a system that ensured all customer returns are sent back to the correct suppliers
- **Automated** a monthly statement reporting system for customers

PROJECTS

❖ MsgMe - React Messaging Web Application

February 2023

- > Developed an encrypted messaging web app using **React.Js** and **Gun.js** at HackTheHill **Hackathon**
- > Learned how to employ **Encryption** from the **Gun.js** library, optimized the front end with **CSS**
- > Managed messaging functionality with **React.js**, and debugged issues to meet the **36-hour deadline**.
- > Used Git to collaborate with 3 teammates and placed Top 10 in the sponsored challenge

DESTINATION-U Website

Oct 2022 - Dec 2022

- > Developed a custom website using **HTML**, **CSS**, and **JavaScript** from inception to launch as part of a 5-person team, utilizing **Git** to optimize collaboration and efficiency.
- Employed industry-standard web development practices such as responsive design, cross-browser compatibility, and accessibility
- > Organized weekly team meetings focused on new ideas and website coding

BLACKJACK - Python card game

Oct 2021 - Nov 2021

- > Programmed a fully functional BlackJack card game with an interactive GUI using Python
- ➤ Handled user input proactively and edge cases to ensure that the game processed crashes
- > Scheduled code reviews and mentored 25+ classmates to improve their learning experience

OTHER INFORMATION

- Placed in the **Top 25%** in Ontario in a Waterloo Coding Competition
- Led a team to create engineering-related workshops for elementary students (MicroBIt, TinkerCad, Scratch)