

Delta, BC | [REDACTED] |

✉ [REDACTED] <https://github.com/ibrahim12142001>  
in <https://www.linkedin.com/in/ibrahim-rehman-ab5505175/>

## Profile

Dynamic and results-oriented Computer Science student with a proven track record in software development, system analysis, and IT management. Skilled in a range of programming languages and relational databases. Adept at leading teams through the software development lifecycle and improving operational efficiency through process automation. Seeking to leverage these skills in a challenging and innovative role.

## Skills

- **Programming Languages:** C, C++, Java, Python, JavaScript, CSS & HTML, Microsoft FX, SQL
- **Tools:** Android Studio, Git, XCode, Visual Studios, PowerShell ISE, Power Apps
- **Cloud Services:** MySQL, Firebase, Microsoft Azure
- **Server-Side Technologies:** Node.js, Express.js, [REDACTED]

## Work Experience

### Department of Fisheries and Oceans Canada (DFO), Vancouver, BC – Software Developer [REDACTED] – [REDACTED]

- Conducted accuracy/cost analysis of AI technologies by designing and implementing a custom Python suite with 100+ tests.
- Developed automation scripts for text extraction from scanned documents, integrating low confidence error flagging.
- Automated data flows to Azure Blob Storage and orchestrated subsequent ETL operations into a structured database via Azure Databricks, centralizing data from over 20,000 documents in a scalable Azure Data Lake, enhancing the [REDACTED]/CD pipeline.
- Adhered to AGILE principles, actively participating in [REDACTED] SPRINT meetings, to foster a collaborative team environment.

### Microserve, Burnaby, BC - IT Analyst [REDACTED] – [REDACTED]

- Streamlined onboarding and offboarding processes through automation scripts, enhancing operational efficiency by 90%.
- Managed the full cycle of hardware procurement, processing, and configuration for clients across Canada.
- Oversaw domain controllers and remote desktop sessions of over 10 organization, reducing downtime and disruptions.

## Projects – All Project available on GitHub

### DFO AI Chatbot – Web Application (Python, OpenAI, [REDACTED], CSS, HTML, Microsoft WebApps) [REDACTED]

- Constructed an interactive dual-pane web app for Document AI Chatbot, that allowed users to view and chat simultaneously.
- Developed the backend in Python with [REDACTED], integrating RESTful API services for real-time document analysis.
- Deployed application on Azure Web Apps, enabling authenticated secure access for over 150 PSSI team members.

### Microserve Room Booking App – Power App (Microsoft FX, Azure) [REDACTED]

- Developed and deployed an enterprise-level desk booking application in Power Apps using Microsoft FX.
- Leveraged Microsoft Azure for backend hosting, ensuring robust and reliable data management to host over 500 users.
- Enhanced system efficiency by improving the user experience and increasing the booking efficiency by 50%.
- Created an interactive map-based navigation system for over 200 available workspaces per office location.

### Network Chat Application – Application (C, Sockets, UDP) [REDACTED]

- Developed a multi-threaded network chat application in C, enabling real-time message exchange between terminals.
- Implemented socket programming and UDP protocols to facilitate communication across remote hosts.
- Utilized semaphores and condition variables to manage concurrency, ensuring synchronized access to shared resource.

### LinkedIn Clone – Full Stack Project (JS, [REDACTED], HTML, React, Firebase) [REDACTED]

- Developed a full-stack LinkedIn clone with JavaScript, [REDACTED], and React, featuring a responsive front-end design.
- Enabled secure user authentication and account management using Firebase and Google OAuth.
- Facilitated user-to-user messaging and integrated a jobs API to assist with job searches and post creation.
- Designed and implemented a real-time newsfeed where users can create, share, and interact with posts.

### Match-up: Lost Treasure – Game Application (Java, XML, Android Studios, Firebase) [REDACTED]

- Developed of a card matching game using Java on Android Studio, utilizing Google Firebase for application hosting.
- Led a team of 5 developers through all stages of the Software Development Life Cycle (SDLC), enhancing team productivity.
- Successfully implemented a multiplayer feature within the game, offering real-time gaming experience.