# Ibrahim Fazili

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IbrahimFazili

## 🎓 Education

**University of Toronto (GPA: 3.42/4.0)**                                   2018 – *Expected* 2023

*Honours Bachelors of Science in Computer Science*                              *Toronto, ON*

## ⚙ Skills

**Programming**   Python, Java, C, JavaScript, HTML/CSS

**Technologies**   React, Node.js, Git, PostgreSQL, Unix

## 🥧 Experience

**Oracle**                                                                    May 2021 – Present

*Software Developer Intern*                                                      *Toronto, ON*

> Developed and deployed a new microservice using **Java Spring**, **Docker**, and **Kubernetes** to allow Oracle marketing products to leverage SMS messaging within marketing campaigns

> Developed CCA and Virtual components with **Typescript**, **Preact**, and **OJET** to be used in the new Eloqua product

> Leveraged **Java Spring** to make calls between Oracle's internal APIs and **Confluent Kafka** service to manipulate and update high-volume data, upwards of **4000** per call

> Improved project infrastructure by developing common libraries to be used by multiple projects. Reduced code footprint of processes such as XML parsing, WebClient creation as well as entity creation and validation by **10**%.

> Collaborated effectively with QA team to develop a wide set of reliable unit tests and end to end testing to ensure that the code is robust

**Findr**                                                                     May 2020 – Jan 2021

*Software Developer*                                                            *Mississauga, ON*

> Built several core UI components and front-end features in **React Native**.

> Implemented login, sign-up, and profiles/matches feature in mobile application using **Javascript**. Used multiple JS libraries like **Redux** for state management, **Router** for navigation

> Leveraged **React** and **Bootstrap** to develop a responsive website for the company.

## ⚗ Projects

**PyFile - Directory Memory Visualization Program**            Tech Stack: Python, Pygame

> Designed an interactive Pygame UI displaying how memory is allocated in a users file systems through shapes and colours

> Users perform actions on directories (cd, ls, rm, etc) through UI. Implemented using **OS/Tree** structures

**C(t)alk - Real-Time Terminal Chat Client**                              Tech Stack: C

> Users are able to connect to a server and able to send messages to one another in real time

> Supports multiple clients, with admin users having privileges to kick others off the server

> Implemented a custom protocol to transfer messages, emojis and commands all through a single socket connection

**oHello - Multiplayer Board game**                                Tech Stack: Java, JavaFX

> Used **JavaFX** to build GUI components for the game

> Leveraged **MVC** design pattern to simplify game state and GUI updates

> Users are able to switch between game modes at any time during the game, ask for hints of the best available move, reset a move and reset the board