

Ibrahim Fazili

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ibrahimFazili

Education

University of Toronto (GPA: 3.55/4.0)

Honours Bachelors of Science in Computer Science

2018 – Expected 2023

Toronto, ON

Coursework

Software Design, Algorithm Design, Machine Learning, Data Structure and Analysis, Software Tools and System Analysis, Software Engineering, Operating Systems, Information Security, Advanced Calculus, Lin Algebra

Skills

Programming Python, Java, C, JavaScript, Haskell, Racket

Technologies React Native, NodeJS, Machine Learning, Andriod development, Linux/Unix

Experience

Findr

May 2020 – Jan 2021

Software Developer

Mississauga, ON

- > A startup initiative that aims to create an open source application that connect students to each other to boost productivity and allow them to reach their potential
- > Built several core UI components and front-end features in React Native
- > Implementing login, sign-up, and profiles/matches feature in mobile application using Javascript
- > Leveraged React and Bootstrap to create a responsive website for product. Will encounter traffic of above 50 users/day

Oracle Eloqua

May 2021

Incoming Software Developer

Toronto, ON

Projects

Smart-Talk - Text Prediction Model

Tech Stack: Python, Pytorch

- > Implemented an n-gram model using a Multi-Layer Perceptron created using Numpy and Pytorch
- > Comparative text visualization using clustering algorithms like t-SNE, k-Means

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