OMAR AKKILA

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EDUCATION

MCGILL UNIVERSITY, MONTREAL, QC   *Sept 2011 – April 2017 (expected)*
- Bachelor of Software Engineering

TECHNICAL SKILLS

PROGRAMMING LANGUAGES
- Java (Advanced)
- Python (Intermediate)
- Javascript (Intermediate)
- OCaml (Intermediate)
- C (Basic)
- Bash (Basic)

FRAMEWORKS & TOOLS
- Git (Intermediate)
- Unix (Intermediate)
- jQuery (Basic)
- Bootstrap (Basic)
- Django (Basic)
- DB2 (Course Experience)

PERSONAL AND UNIVERSITY PROJECTS

SOCCER-PLAYING AUTONOMOUS ROBOT – FIRST PLACE IN DESIGN COMPETITION (ECSE 211 WINTER 2016)
- Lead software designer; functional capabilities include localization, navigation, obstacle avoidance, odometry, ball-loading mechanism, and launching mechanism
- Robot designed with Legos and coded using Java and the LeJOS (Java for Lego Mindstroms) EV3 API

OMAKK.GITHUB.IO
- Personal website developed using Bootstrap, HTML, and CSS

DEFENSE OF TOWERS: AEGIS
- Tower defense video game developed with Unity game engine for class project

BELONGING COMICS – *(In progress)*
- Webcomic built using Jekyll, a blog-aware static site generator

WORK EXPERIENCE

PERSONAL TUTOR   *Nov 2014 – Dec 2014*
- Tutored students one-on-one in two subjects, COMP 202 (Foundations of Programming) and MATH 141 (Calculus 2), during and prior the final exams period

VOLUNTEER   *Oct 2014*
- Volunteer at McGill University Tech Fair assisting in set up of company stalls, security, and overall management

CSUS HELP DESK TUTOR   *Sept 2016 – Current*
- Work the help desk for the Computer Science Undergraduate Society assisting students with coursework

LANGUAGES

ENGLISH, ARABIC
- Native oral and literary skills

FRENCH
- Limited working oral skills with basic literary skills