# **OMAR AKKILA**

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#### **EDUCATION**

# McGill University, Montreal, QC

• Bachelor of Software Engineering

# Sept 2011 – May 2017

## TECHNICAL SKILLS

#### PROGRAMMING LANGUAGES

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

# FRAMEWORKS & TOOLS

- Git (High-Intermediate)
- Unix/Linux (High-Intermediate)
- jQuery (Basic)
- Bootstrap (Basic)
- Django (Basic)
- SQL (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
- Constructed with the Lego Mindstorms EV3 Controller with Lego-based sensors and pieces
- Multithreaded Java program utilizing the LeJOS EV3 API

### MINILANG COMPILER

- Compiler for a small, simple language that targets C developed using lex and yacc
- Currently in the process of replacing backend with LLVM backend

# GOLITE COMPILER

• Compiler for a subset of the Go programming language that targets C++

## 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

#### TV RECOMMENDER

• Web application for recommending TV shows built with Flask during a 48-hour hackathon

#### WORK EXPERIENCE

# COMPUTER SCIENCE UNDERGRADUATE SOCIETY (CSUS) HELP DESK TUTOR

Sept 2016 – April 2017

- Recipient of Tomlinson Engagement Award for Mentoring (TEAM) in recognition of services
- Assist students with coursework and deliver mock interviews for upper-year students

# PERSONAL TUTOR

*Nov 2014 – April 2017* 

• Tutor students one-on-one in the following subjects: MATH 141 (Calculus 2), COMP 202 (Foundations of Programming), COMP 206 (Introduction to Software Systems), and COMP 310 (Operating Systems)