Maher Muhtadi

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SKILLS

Programming Languages:	Python, Java, C, Javascript, Perl, PHP, ASP, Ruby, ECLiPSE Prolog, Elixir, Haskell, Bash, Pharo Smalltalk, Common Lisp
Other Languages:	SQL, HTML, CSS, SVG, XML, JSON, Markdown
Web Frameworks:	AngularJS, React, Vue, Django, JQuery, Bootstrap
Tools:	Windows, Linux, Vim, SSH, Git, GitHub, Fossil, Visual Studio Code, ECLiPSE, Portacle, MySQL, Oracle SQL Developer, XAMPP, VirtualBox/VMWare, Slack/Slack-Apps
Interests:	Full-Stack Web Development, Artificial Intelligence, Game Development

EDUCATION

Bachelor of Science, Computer Science — 4th Year, Undergraduate
Toronto Metropolitan University (formerly Ryerson), Canada — *September 2020 – Present*
- Scored a cumulative GPA of 3.95 out of 4.33
- Earned a place on the Faculty of Science Dean's List every year since 2021

General Certificate of Education, A-Level — High School
Bangladesh International School, Saudi Arabia — *June 2020*

International General Certificate of Secondary Education, O-Level — High School
Bangladesh International School, Saudi Arabia — *June 2018*

PROJECTS

Natural Language Query Processor — *ECLiPSE Prolog*
- Parsed noun phrase queries, about a hypothetical chain of electronics stores, through a linguistic NLU system
- Built the database using atomic propositions in a Prolog knowledge base
- Leveraged Prolog back-chaining for results retrieval from knowledge base using grammar and lexicon rules

Online Shopping and Delivery Web Application — *PHP, JavaScript, SQL, CSS*
- Designed database in a Boyce-Codd Normal Form relation schema and implemented using MySQLi
- Created dynamic webpages through back-end PHP scripts, JQuery and JavaScript HTML DOM manipulation
- Integrated asynchronous connection to Google Maps Platform APIs for generating and displaying delivery routes
- Enforced app security through validating form submissions, using domain restricted API keys, storing salt encoded MD5 hashing or aes-256-cbc encryption of sensitive information, restricting privileges to admin accounts

Routing Algorithms Visualizer — *JavaScript, HTML, CSS*
- Implemented network building and rendering on browser with a custom graph class and Cytoscape.js library
- Applied Dijkstra's and Bellman-Ford Algorithms to calculate shortest paths for routing between network devices
- Enhanced GUI performance with asynchronous event callbacks using JavaScript Event-Driven programming

Personal Portfolio Website — *HTML, CSS, JavaScript*
- Implemented interactive elements and colour theme toggling using CSS and JavaScript HTML DOM manipulation
- Designed responsive and mobile-friendly webpages using flexboxes, media queries and Bootstrap
- Utilized Cloudflare's CDN, caching, DDoS protection and SSL/TLS certificates for high performance and security
- Deployed website with CapRover and hosted publicly on an Ubuntu system using Oracle Cloud Server

Snake Game — *Python*
- Abstracted the PyGame library using custom framework for handling game entities and events
- Developed game logic to be scalable following modern software engineering standards

EXPERIENCE

Python Instructor — Part-Time
Kodland, UK — *December 2021 – October 2022*
- Instructed over 150 students of varying skill levels in Python programming language with a 100% passing rate
- Evaluated student projects through code reviewing and debugging in a timely and effective manner
- Analyzed students' algorithms and provided structured feedback for optimizing code performance
- Performed troubleshooting for virtual meetings and the Kodland IDE to ensure the smooth delivery of lessons