

Moazz Elshabasy

Computer Engineering Student

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EDUCATION

Memorial University of Newfoundland |
St. John's | NL Sep2021 - Present

- Bachelor of Computer Engineering
- Term 4 (2nd Year), Class of 2026
- Current GPA: 4/4

SKILLS

- C, C++, C#, Java, JS, TCL and Python
- XML, HTML and CSS
- SQL And MySQL
- Data Structures
- MATLAB, Simulink, and OrCAD PSpice
- Windows and Linux
- Microsoft Word, PowerPoint, and Excel
- Arduino Uno
- Oscilloscope, Multimeter, and AD2
- Figma and UX/UI
- Visual Studio Code and Unity
- Amazon Web Services
- Autodesk AutoCAD and Onshape
- Team Leader and independent worker
- Powerful communication skills

TRAINING/CERTIFICATION

- Onshape: CAD Certification
- WHMIS Certification
- Cyber Attacks/Counter Attacks Fundamentals
- Tech Stewardship
- Amazon Web Services Essentials
- Standard First Aid

AWARDS

- Engineering Dean's List 2023
- PEGNL Bursary (1500\$) 2022
- Chevron Canada Resources Engineering Scholarship (1080\$) 2022
- 1st place As/AL Mathematics - Jubail, KSA 2020
- 2nd place As/AL Physics and Chemistry - KSA 2020

INTERESTS

- Cyber security
- Cloud Engineering
- Telecommunication
- Video Games
- AI/ML
- Swimming

ENGINEERING TEAMS

- Phoenix Aerospace | Software Team Member |** St. John's | NL Aug 2022 - Present
 - Collaborating with the software teams to build a UAV that uses motion sensors to avoid barriers.
 - Performed unit testing and integration testing to ensure proper functionality of written code.
- HackFrost | Project Team Lead |** St. John's | NL April 2023
 - Lead a team of 5 to develop a prototype for an ecofriendly delivery app along with a business plan, and managed to win 4th place amongst 35 teams

WORK EXPERIENCE

- SR Platform Test Dev |** Nokia | Kanata | Ottawa Sep 2023 - present
 - Automate testing for new hardware and software features in Linux regression environment.
 - Utilize network protocols for configuring high-capacity routers to handle Terabits per second of IP traffic.
 - Conduct test case optimization by identifying and eliminating redundancy, resulting in improved testing efficiency.
 - Established test networks and employed specialized equipment for traffic generation and protocol emulation.
- Tutor |** EOSSC | St. John's | NL Sep 2022 – August 2023
 - Tutoring engineering students in coding, graphics and design, circuit analysis, math, and physics.
 - Help students study course material effectively to enhance their academic performance.
 - Teaching students creative methods for studying and preparing them for examinations improving their overall grades by 30%.
- Digital Literacy Mentor |** MEO | St. John's | NL Jan – April 2023
 - Programmed and used robotics and integrated circuits during engineering outreach sessions to help promote STEM Careers to prospective students and hosted in-person engagement activities
 - Worked closely in a team environment to develop and deliver in-person and virtual initiative that would include specialized workshops to promote a career in engineering
- Customer Service |** Moo Moo's Ice Cream | St. John's | NL May – Sep 2022
 - Trained new employees and supervised their work.
- School Librarian |** Jubail International School | Saudi Arabia 2018- 2020
 - Created Excel spreadsheets to manage patrons' information and books borrowed.

PROJECTS

- Travel app (Xplorer) |** Java & Xml | Personal Project Nov 2023
 - Developed an android app using Xml and Java in android studio
 - Added several features including a wish list, web page view and means of easy navigation
- 2D shooter game |** C# | Personal Project May 2023
 - Coded a 2D Shooter game, Using Object Oriented Programming, creating a complex game with multiple challenges.
 - Developed AI for a variety of enemies to perform different actions depending on the situation.
 - Added animations, visuals, sound and UI to help the user easily navigate the game.
- Personal Portfolio |** HTML/CSS/JavaScript | Personal Project Feb 2023
 - Created website using HTML/CSS/JavaScript to display my experience
- Cyber Security Authentication |** C++ | Personal Project Feb 2023
 - Developed an authentication method for accessing accounts inspired from RSA SecureID.
 - Created a temporary database to test the method and its reliability.
- Hospital Service Application |** Figma | Personal Project Dec 2022
 - Developed an App for hospital services using UX/UI design fundamentals, to help create an app that will ease navigation for those who struggle under pressure, based on surveys and research.
- 2D Turn-Based Game |** Python | Personal Project June 2022
 - Programmed a 2D turn-based combat game using Arduino, including an OLED screen to display the player's status and a button to help the player avoid further damage.
 - Troubleshoot and debugged the game to ensure high game optimization.
- UGV | Robotics |** Russian Cultural Centre | Alexandria | Egypt 2019
 - Manufactured a UGV (Unmanned Ground Vehicle) using Arduino Uno and a variety of sensors that decides the UGV's movement.

VOLUNTEER EXPERIENCE

- Climate Change Awareness Movement |** Alexandria | Egypt 2018
- Community Service |** Jubail | Saudi Arabia 2018- 2020