Moaaz 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
- 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
- Telecommunication
- AI/ML
- Cloud Engineering
- Video Games
- 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.
- Preformed 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 – Dec 2023
- 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.

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

PROJECTS

Sales Forecasting Project | machine learning / Python | Personal Project   Dec 2023
- Developed a machine learning model for 3-month sales predictions using a 5-year product sales dataset.
- Implemented CatBoost for optimized gradient boosting and Upgini for data enrichment.

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

Online Quiz | HTML/CSS/React Js **|** Personal Project   Sep 2023
- Designed and implemented a dynamic and interactive online quiz application using React.js, demonstrating proficiency in front-end development.
- Developed a responsive user interface, ensuring a seamless experience across various devices.

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.

2D Turn-Based Game| Python **|** Personal Project   June 2022
- Programmed a 2D turn-based combat game using Arduino and other hardware components
- 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.

VOLUNTEER EXPERIENCE

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