Moaaz Elshabasy
Computer Engineering Student

✉ mmmybelshaba@mun.ca

📞 +1 437 388 6246

📍 St. John's, NL, Canada

in linkedin.com/in/moaaz-elshabasy

○ github.com/MoaazElshabasy

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

SOFTWARE SKILLS

- C, C++, C#, Java, JS and Python
- HTML and CSS
- SQL And MySQL
- Autodesk AutoCAD and Onshape
- MATLAB, Simulink, and OrCAD PSpice
- Microsoft Word, PowerPoint, and Excel
- Arduino Uno
- Oscilloscope, Multimeter, and AD2
- Figma and UX/UI
- Visual Studio Code and Unity
- Amazon Web Services

INTERPERSONAL SKILLS

- Dedicated and inspiring team leader
- Strong written and verbal communication skills
- Problem solver and flexible
- Teamwork and independent work
- Time management skills
- Public speaking

TRAINING/CERTIFICATION

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

AWARDS

- PEGNL Bursary (1500$)
- Chevron Canada Resources Engineering Scholarship (1080$)
- 1st place As/AL Mathematics - Jubail, KSA
- 2nd place As/AL Physics and Chemistry - KSA

INTERESTS

- Cyber security
- Telecommunication
- AI/ML
- Video games
- Swimming
- Drawing

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.
- Programming a script to control the drone's movement in all three axes.
- Preformed unit testing and integration testing to ensure proper functionality of written code.

PROJECTS

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.

Simon Says Game | Python | Personal Project   Jan 2023
- Coded a fully functioning Simon says game with several modes and difficulties using the Phidget.

Hospital Service Application | Figma | Personal Project   Dec 2022
- Developed an App for hospital services using UX/UI design fundamentals.
- Conducted research to define the most accessible and sufficient design for the app.

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.
- Improved game performance by adding graphics and sound effects using Python libraries.
- Troubleshoot and debugged the game to ensure high game optimization.

Sled CAD design | Onshape | MUN | St. John's |NL   April 2022
- Led a team of four in creating a 3D model for a sled suitable for kids with mobility issues.
- Evaluated multiple design options as a team.
- Presented the final design of the sled in a technical report using Microsoft word and PowerPoint.

UGV | Robotics | Russian Cultural Centre| Alexandria | 2019
Egypt
- Manufactured a UGV (Unmanned Ground Vehicle) using Arduino Uno and a variety of sensors that decides the UGV's movement.

WORK EXPERIENCE

Tutor | EOSSC | St. John's | NL   Sep 2022 – Present
- Tutoring engineering students in Python, graphics and design, circuit analysis, mathematics, and physics courses.
- Explaining to students how to study course material effectively enhance their overall academic performance.
- Teaching students creative methods for studying and preparing them for examinations improving their overall grades by 30%.

Customer Service | Moo Moo's Ice Cream | St. John's | NL   May – Sep 2022
- Greeted customers, processed transactions, and resolved concerns.
- Trained new employees and supervised their work.
- Developed strong multitasking skills to manage daily responsibilities, such as organizing the work environment and managing stock.

School Librarian | Jubail International School| Saudi Arabia   2018- 2020
- Supervised library operations during the librarian's absence.
- Created Excel spreadsheets to manage patrons' information and track books borrowed.
- Coordinated operation of filling and shelving of library materials and other supplies.

VOLUNTEER EXPERIENCE

- Participated in community service in Jubail, Saudi Arabia.   2018-2020
- Participated in tree planting in Jubail, Saudi Arabia.   2019
- Contributed to charity movements in Jubail, Saudi Arabia.   2019
- Organized various school events at Harvest International School, Egypt.   2017-2018
- Planned and organized a sports day event at Continental Language School, Egypt.   2015-2018