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

SOFTWARE SKILLS
- C, C++, C#, Java, JS and Python
- HTML and CSS
- SQL And MySQL
- Data Structures
- 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
- Autodesk AutoCAD and Onshape

INTERPERSONAL SKILLS
- Dedicated and inspiring team leader
- Strong written and verbal communication skills
- Teamwork and independent work
- Time management skills

TRAINING/CERTIFICATION
- Onshape: CAD Certification
- WHMIS Certification
- 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.

HackFrost | St. John's | NL   April 2023
- Lead a team of 5 to develop a prototype for an environmentally friendly delivery app along with a business plan.
- Won 4th position amongst more than 35 teams.

PROJECTS

2D shooter game | C# | Personal Project   May 2023
- Developed a Full 2D Shooter game, gave the player a set of abilities and skills. Balanced the game and provided several Levels of difficulty.
- Created enemies that perform actions based on the AI developed for each enemy variety.
- Added animations, visuals and sound as well as Proper 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.
- Used CSS Animation to give the website a lively atmosphere

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.
- Conducted research and surveys 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| Egypt   2019
- 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.
- Explain 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%.

Digital Literacy Mentor | MEO | St. John's | NL   Jan – April 2023
- Engineered Programming and robotics workshops for school students interested in engineering
- 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
- Programmed and used robotics and integrated circuits during engineering outreach sessions to help promote a career in STEM to prospective high school students and hosted in-person engagement activities

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

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