

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

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.
 - Performed unit testing and integration testing to ensure proper functionality of written code.

PROJECTS

- Personal Portfolio | HTML/CSS | Personal Project** Feb 2023
- Created website using HTML/CSS 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.
- 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 | Egypt** 2019
- Manufactured a UGV (Unmanned Ground Vehicle) using Arduino Uno and a variety of sensors that decides the UGV's movement.

WORK EXPERIENCE

- 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
- 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%.
- 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
- Created a climate change awareness video to help the climate change awareness movement in the city
 - Led a team of 5 to ensure successful development of a high-quality video
- Community Service | Jubail | Saudi Arabia** 2018- 2020
- Organized various events at Jubail International School, including science and sports events.
 - Contributed to charity movements and assisted hundreds of low-income elderly and disabled individuals
 - Participated in tree planting and assisted in making the city greener and to combat climate change.