

# MOAAZ ELSHABASY

Computer Engineering Student

## Education:

Memorial University of Newfoundland

2021 - Present

GPA: 4 – Bachelor of Computer Engineering – 4<sup>th</sup> Year



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[github.com/MoaazElshabasy](https://github.com/MoaazElshabasy)



[moaazelshabasy.github.io/](https://moaazelshabasy.github.io/)

## SKILLS

- C, C++, C#, Java, JS
- TCL, Python
- XML, HTML, CSS
- VHDL
- SQL
- Data Structures
- MATLAB, Simulink
- Windows, Linux
- VSCode, Unity, Quarts
- AWS
- Leadership, Teamwork
- Communication
- Time management

## TRAINING/CERTIFICATION

- Onshape: CAD Certification
- WHIMS Certification
- Tech Stewardship
- Standard First Aid

## AWARDS

- Cenovus Bursary 2024
- Engineering Dean's List 2023
- HackFrost Top 5 2023
- PEGNAL Bursary 2022
- Chevron Scholarship 2022

## VOLUNTEER EXPERIENCE

- Puffin Patrol | Canada 2023
- Climate Change Awareness Movement | Egypt 2018
- Community Service | Jubail | Saudi Arabia 2018- 2020

## INTERESTS

- Cyber Security
- Telecommunication
- Cloud Engineering
- AI/ML
- Video Games
- Swimming
- Hiking

## WORK EXPERIENCE

### SR Platform Test Dev | Nokia | Kanata | Ottawa

May – Aug 2024

- Designed testing for new hardware and software features in a Linux regression environment.
- Contributed to a scalable and adaptable testing environment for future software iterations.
- Developed performance testing scenarios to evaluate system response times and scalability under various load conditions.

### SR Platform Test Dev | Nokia | Kanata | Ottawa

Sep – Dec 2023

- Designed and implemented distinct functions and procedures for integration into future codebases.
- Conducted code reviews to identify potential issues and ensure adherence to coding standards and best practices.

### Tutor | EOSSC | St. John's | NL

Sep 2022 – August 2023

- Tutored engineering students in coding, graphics and design, circuits, math, and physics.

### Digital Literacy Mentor | MEO | St. John's | NL

Jan – April 2023

- Programmed and used robotics and integrated circuits during engineering outreach sessions.

## PROJECTS

### 2D Side Scroller Adventure Game | C# / Unity

May 2024

- Developed a 2D game in Unity, emphasizing player-driven world manipulation mechanics.
- Created systems for the player to change the environment around the character dynamically, such as altering terrain, shifting platforms, or manipulating objects.

### Memory Game | VHDL

Feb 2024

- Developed a VHDL-based memory game for FPGA boards.
- Implemented LED display of sequential patterns for player interaction. Integrated user input via buttons for pattern repetition.

### Sales Forecasting Project | Machine Learning / Python

Dec 2023

- Developed a machine learning model for 3-month sales predictions using a 5-year product sales dataset.

### Travel app (Xplorer) | Java & Xml

Nov 2023

- Created an Android app in Android Studio, utilizing XML and Java, featuring Wishlist functionality, web page viewing, and intuitive navigation.

### Online Quiz | HTML/CSS/React JavaScript

Sep 2023

- Developed dynamic online quiz app with React.js, showcasing front-end expertise. Ensured seamless user experience across devices with responsive UI design.

### Cyber Security Authentication | C++

May 2023

- Developed an authentication method for accessing accounts inspired from RSA SecureID.
- Created a temporary database to test the method and its reliability.

### Personal Portfolio | HTML/CSS/JavaScript

Feb 2023

- Created a website using HTML/CSS/JavaScript to display my experience.

### 2D Turn-Based Game | Python

June 2022

- Programmed a 2D turn-based combat game using Arduino and other hardware components.

### UGV | Robotics

2019

- Manufactured a UGV (Unmanned Ground Vehicle) using Arduino and a variety of sensors.

## ENGINEERING TEAMS

### Phoenix Aerospace | Software Team Member

Aug 2022 – Dec 2023

- Collaborated with the software team to build a UAV that uses sensors to avoid barriers.

### HackFrost | Project Team Lead

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.