Moaz Abdelmonem

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ACADEMIC & CO-OP STATUS

BSc, Electrical Engineering – Co-op Program, University of Alberta Class of 2025

- Cumulative Grade Point Average: 3.9/4.0
- Availability Starting Jan 2023: 4 or 8 months

TECHNICAL SKILLS

Programming: Python, C/C++, HTML, CSS, JavaScript, VHDL
Tools and Frameworks: Git, Linux, Figma, 3DPrinterOS, Xilinx Vivado

EXPERIENCE

Programming Engineer | University of Alberta | Python, JavaScript, HTML, CSS May 2022 – August 2022

- Created interactive websites to help students visualize different program sequences available in engineering programs by utilizing **Python automation techniques** to pull course data from Excel files
- Worked as part of a 3-person team, **communicated** in a professional way and coordinated code through **Git**
- Built the user interfaces using **AngularJS** for front end logic and implemented **CSS** for styling and formatting
- Ensured website responsivity by utilizing **CSS Flex-Box** layout modeling and **Media queries**
- Implemented a **Graphical User Interface** application to **parse data** from Excel files allowing professors to generate the website with no prior coding experience
- **Debugged** website issues and implemented enhancements, significantly improving web functionality and speed
- **Documented** Source code into **IT Standard Operating Procedures** with the use of MS Word and MS PowerPoint

PROJECTS

Personal Website | Repository | JavaScript, HTML, CSS July 2022 – August 2022

- Created a portfolio website showcasing projects, work experience, and skills learnt in different experiences
- Developed the user interface with HTML, CSS for styling, and JavaScript for the front-end logic
- Implemented responsive design to create a website suitable for all display sizes including mobile display

Single Player 2D Game | Repository | Python January 2022

- Developed a **Python** game allowing user to take control of a spaceship and defends it against obstacles
- Programmed game aspects, including interface, health bar, obstacles, etc. using **Object-Oriented Programming**
- Created 2D **bitmasks** around game objects for pixel perfect collision detection

LED Counter | VHDL, FPGA, Xilinx Vivado, Karnaugh maps November 2021

- Implemented a counter using a 7-segment LED decoder on a **Zybo Z7 FPGA** Development Board
- Derived **Boolean Functions** utilizing Karnaugh maps for each segment on a decoder
- Created **simulation graphs** for **VHDL text models** to verify a truth table for the decoder

ADDITIONAL INFORMATION

- Class 5 GDL - Access to Reliable Vehicle
- Languages - English (Fluent), Arabic (Fluent), Spanish (Basic)
- Interests - Enjoy Traveling, Soccer, Basketball, and Golf