Text

Description automatically generated with medium confidence**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](https://github.com/MoazAbde/MyWebsite) | 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](https://github.com/MoazAbde/spaceInvasion) | 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