Mohammed Al-Shaibani

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SKILLS

- Proficient in several languages including **Python, Java, JavaScript, C** and **C#**
- Expertise in **HTML/CSS, Vue.JS, Oracle MySQL** and **Git**
- Ability to design and develop software using **object-oriented principles**
- Experience working in a team using **agile** software development methodology

PROJECTS

PERSNAL WEBSITE
TECHNOLOGIES USED: HTML/CSS, JAVASCRIPT & VUE.JS

- Created a personal portfolio website using the Vue.JS framework along with HTML & CSS
- Designed and developed the layout using CSS Flexbox for responsiveness
- Utilized styled components from the Vuetify library to produce a cohesive website design
- Developed reusable components to allow for efficient code and less repetitiveness

2.5D PLATFORMER GAME
TECHNOLOGIES USED: UNITY & C#

- Led a team of 4 to develop a 2.5D platformer game in the Unity Game Engine
- Implemented procedural level generation feature along with designing prefabricated assets to be procedurally spawned through code to ensure unique levels
- Created functions to randomly spawn in level collectables, enemies, and player power-ups at positions that are reachable with the pre-defined game physics
- Developed a threshold to determine how many portions of the level have been spawned and then a prefab is instantiated to end the level and move the player to the next level

WEATHER PROGRAM
TECHNOLOGIES USED: JAVA, JAVA SWING, OPENWEATHERMAP API

- Developed a weather application using OpenWeatherMap API & Java library created for it to find weather information for a specified city
- Created the graphical user interface using Java Swing to display current and upcoming weather forecasts
- Constructed methods to dynamically change weather icons and program background according to time and different weather conditions

PAINT PROGRAM
TECHNOLOGIES USED: PYTHON, PYGAME

- Utilized the pyGame library to create a paint program that allows users to create and save their art
- Developed various functions and tools to give flexibility to users for their creations
- Designed and implemented a user-friendly graphical interface to allow for easier use of the software

SERVER/CLIENT NETWORK PROGRAM
TECHNOLOGIES USED: PYTHON & SCAPY

- Developed a terminal-based network program utilizing the Scapy python library
- Worked alongside a team of 4 to design and implement communication between a server and client to initiate and respond to server requests

EDUCATION

BACHELOR OF COMPUTER SCIENCE (HONOURS APPLIED COMPUTING)
UNIVERSITY OF WINDSOR   SEPTEMBER 2018 – MAY 2022

- Coursework: Object Oriented Programming in Java, Data Structures & Algorithms, Database Management Systems, Agile Software Development, Object Oriented Analysis & Design