

# Nada Elnour

JUNIOR SOFTWARE DEVELOPER

✉ [nada.elnour@outlook.com](mailto:nada.elnour@outlook.com) | 🌐 [nelnour.github.io](https://nelnour.github.io) | 💻 [NElnour](#) | 📱 [nada-elnour-2ab922b9](#)

## Skills

<b>Languages</b>	Scala, HTML5 & CSS3, JavaScript (ES6), TypeScript, Bash, Java, Python, SQL, jQuery, AJAX
<b>Frameworks &amp; Libraries</b>	REST & RESTful API, Vue, React, MySQL/PostgreSQL, Cloud Firestore
<b>Tools &amp; Paradigms</b>	Linux, Git, Splunk, Autosys, GitHub, Bitbucket, JIRA, Firebase, Agile Methodology, OOP

## Work Experience

### FDM Group

*Aug. 2020 - Nov. 2022*

JUNIOR FULL-STACK IT CONSULTANT

*Montreal, Canada*

- Developed a tool using Scala to propagate data access layer (DAL) code and configuration upgrades to services running on IBM EGO.
- Developed DAL-side data model of publications to migrate existing notification system to Kafka and ZooKeeper.
- Conducted investigations of internal and client-impacting software failures during support rota.
- Mentored and on-boarded new team members of the support workflow/investigations.

### NHS Properties Management Inc.

*Jul. - Sept. 2019*

FREELANCE WEBSITE DESIGNER

*Mississauga, Canada*

- Negotiated with clients to design their company's website using HTML5, CSS3, and Bootstrap 4.
- Successfully built and deployed the company's website at [nhspropertymanagement.ca](https://nhspropertymanagement.ca)

## Projects

### SendFoodz: Google Developer Student Club Community Project

*Jan. - Apr. 2020*



- Worked in a team of 7 in an agile development setting to develop an application that facilitates food donation to food banks.
- Designed the user interfaces of two web applications and a native mobile application using Figma.
- Developed back-end data access objects, models, and services using vanilla JavaScript\*\* and Cloud Firestore both individually and in paired-programming settings.
- Reviewed teammates' code on GitHub to ensure consistency and simplicity where applicable.
- Implemented REST API in Firebase/ExpressJS backend for CRUD endpoints.
- Developed a reusable Vue component that displays fetched user information from back-end endpoints using Vuex/Vuexfire and Vuetify.
- Deployed Firebase Cloud Messaging functions to handle push notifications to Android.
- Developed front-end of the android application using Nativescript-vue and Vuex.

### fortnite 2-D Phases I & II: MMOG

*Jan. - Apr. 2020*

CLASS PROJECT; CODE WITHHELD

- *Phase I:* Worked with partner to create a single-page application hosting a 2-D version of Fortnite using HTML5, CSS3, JavaScript, jQuery, and AJAX.
- *Phase I:* Developed player, world, ammunition, sound effect models using JavaScript.
- *Phase I:* Developed controller functions responsible for player and ammunition animation, sound effects, object removal from HTML5 Canvas, AJAX requests to back-end to fetch and update player statistics, and conditional display of DOM elements with jQuery.
- *Phase I:* Developed part of REST API endpoints for accessing and updating user info in SQLite3 database as well as the database's schema and triggers.
- *Phase II:* Refactored the game application's view and front-end authentication from HTML5, CSS3, and jQuery to React and Material UI.
- *Phase II:* Translated AJAX requests to Fetch API to support back-end access with React components.
- *Phase II:* Reviewed partner's web sockets and mobile API implementation to ensure functionality, consistency, cohesion, and simplicity.
- *Phase II:* Documented model classes and their methods, as well as controller functions with Javadoc.

# Education

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## **HBSc Bioinformatics & Computational Biology**

UNIVERSITY OF TORONTO

2017 - 2020

Toronto, Canada

## **MSc Cellular and Molecular Medicine**

UNIVERSITY OF OTTAWA

2014 - 2016

Ottawa, Canada

## **BMSc Medical Science**

WESTERN UNIVERSITY

2010 - 2013

London, Canada

## **BSc Health & Disease and Nutritional Science**

UNIVERSITY OF TORONTO

2008 - 2010

Toronto, Canada