

Nabil Mansour

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EDUCATION

Toronto Metropolitan (formerly Ryerson) University

Computer Science (B. Sc) Co-op

Toronto, ON

Expected May 2024

- **3.95/4.33** CGPA
- Relevant Courses: Data Structures and Algorithms, Intro to C and Linux/Unix, Computer Graphics

TECHNICAL SKILLS

Languages: TS/JS, HTML5, CSS, Python, C/C++/C, GLSL

Frameworks and Libraries: OpenGL, Node.js, React, Material UI, Cypress, Redux, Socket.io, Flask, SQLAlchemy, Pandas, Dask

Developer Tools: VS Code, Visual Studio, Git, Arduino, Linux

Applications: Unity Game Engine, ShaderToy, MATLAB, Fusion360

EXPERIENCE

Research Assistant/Developer

May 2021 – August 2021

Toronto Metropolitan (formerly Ryerson) University

Toronto, ON

- **Developed** an auto-marking program in **LISP** that runs student programs and grades them automatically while also reporting any problems and handling any raised errors in their programs.
- Redesigned and modified **CPS 305 (Data Structures)** labs by following the instructions of the first drafts of the labs and providing solutions for them as supervised by [Professor Marcus Santos](#).

Teaching Assistant

Sep 2021 – Dec 2021

Toronto Metropolitan (formerly Ryerson) University

Toronto, ON

- Course taught:
 - * CPS 305 (**Data structures**) in **LISP**
 - * CPS 506 (**Comparative Programming Languages**) in **SmallTalk**, **Elixir** and **Haskell**.
- Administered weekly tutorials for students that thoroughly explained the requirements of the respective lab and assisted them when necessary.
- Read and critiqued students' code and provided guidance for writing more efficient and readable code by discussing with them good standards and practices.

Full Stack and Data Engineer

May 2022 – August 2022

Fairly AI

Toronto, ON

- Cleaned and **redesigned** the database for the back-end and established an **authentication** system using **Oso**.
- Developed a department system to organize users within an organization.
- Refactored **Data Validation** processes and implemented techniques to handle **Big Data** (greater than 100GB).

PROJECTS

Voxel Terrain | C, Unity Game Engine, MonoBehaviour, .NET Framework

[GitHub](#)

- Created a Unity demo that showcased a 3D random procedural generation of terrain, mountains, and caves by utilizing **Perlin noise**.
- Designed the software such that the user can modify the terrain by placing and removing blocks.

Self Parallel-Parking Arduino Car | C++, Arduino

[GitHub](#)

- Developed the software for the Embedded system that allowed a robotic Arduino car to parallel park on its own given a 35cm by 20cm parking slot that is between two parked objects.
- Utilized an ultrasonic sensor that was able to rotate accordingly by a servo motor.
- Controlled the voltage for the wheels of the robotic car using the **DRV-8835** module.
- Received a grade of **10/10** as part of the final exercise for CPS 607: **Autonomous Mobile Robotics** course.