Nahom Seyfu

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EDUCATION

Carleton University | Ottawa, ON Expected Graduation May **2025**
B.C.S - Computer Science Honours, Software Engineering, Co-op *Cumulative GPA: **3.9***
Coursework: Data Structures and Algorithms, Web Design and Development, Systems Programming, Software Development, Discrete Mathematics, Linear Algebra, Calculus, Probability and Statistics
Scholarships and Awards: Dean's Honour List, Henry M Tory Scholarship

SKILLS & TECHNICAL TOOLS

Languages: Javascript, Java, C, C++, C#, HTML, CSS, Python
Technologies: Git, MongoDB, Node.js, PUG/Jade, Express, AWS, Visual Studio, JavaFx, EJS

PROJECTS

Social Media website | *Javascript, HTML,CSS, Node.js, MongoDB, Express*
- Implemented a cloud-based database using MongoDB to store and manage user profiles, artworks, and user session data for the website
- Implemented user sessions which allowed users to log in and out of the website while maintaining their personalised settings across multiple visits.
- Created a notification system that alerts users when their artwork is liked, when they receive new followers or when another user they follow is hosting a workshop

Family Feud Desktop Game | *C#, Visual Studio*
- Developed a visually and audibly engaging Family Feud game using C# and Visual Studio, allowing players to experience the excitement of the popular TV show on their desktop.
- Implemented a timer feature that ends the game if players do not win within a specific time limit, adding an element of urgency and challenge to the gameplay.
- Utilised the full range of tools and features in Visual Studio to create a sleek and modern-looking Family Feud game, including custom graphics and user interface elements.

Multi-Threaded Ghost hunting Simulator | *C*
- Created a multi-threaded ghost hunting simulator in C, using mutexes to synchronise access to shared resources and prevent data conflicts between threads.
- Developed a system for taking user input and storing ghost hunter data, allowing players to customise their characters and track their progress.
- Implemented a feature that outputs simulation results to a text file, enabling players to review their ghost hunting sessions and analyse their performance.

Store Application | *Java, JavaFx*
- Developed a store application using JavaFX to create a visually appealing and user-friendly graphical user interface.
- Implemented a system to track the most popular items sold in the store, including sales data, revenue, and dollars per sale, allowing the business to make informed decisions about inventory and pricing.

EXTRACURRICULAR ACTIVITIES

Clubs: Carleton Computer Science Society, Google Developer Student Club