Nawaf Mahmood

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EDUCATION

Toronto Metropolitan University   **Toronto, Canada**
B.S in Computer Science   *Expected Graduation, May 2028*
- o   **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Object-Oriented Programming, Statistics & Applications

PROJECTS

StatFit   **Toronto, Canada**
Creator   *July 2024 – July 2024*
- Developed a comprehensive fitness tracking application using SwiftUI, integrating FirebaseAuth and Firestore for secure user authentication and data storage, which resulted in a reliable platform that significantly improved user engagement and trust in managing their fitness routines.
- Designed and implemented dynamic HomeView and StatsView components, enabling users to effortlessly track and update workout splits and statistics, leading to increased user satisfaction and more personalized fitness insights.

WaveChat   **Toronto, Canada**
Creator   *June 2024 – June 2024*
- Developed a real-time chat application using ReactJS and Firebase, allowing users to send text messages, upload images, and add users, which enhanced communication and interaction within the platform.
- Implemented Firebase for backend services, including real-time database and authentication, ensuring secure, efficient data management and user authentication, thus fostering a reliable and seamless user experience.

Naturally Fresh Juice Bar Website   **Toronto, Canada**
Creator   *May 2024 – May 2024*
- Developed a responsive website using HTML, CSS, and JavaScript, boosting the online presence of Naturally Fresh Juice Bar and providing a compelling user experience across various devices.
- Designed intuitive navigation and visually appealing elements, effectively showcasing the juice bar's offerings and promoting its brand, which led to increased customer engagement and higher online orders.

Monkey Arcade Game   **Toronto, Canada**
Creator   *May 2023 – June 2023*
- Developed a Java-based mini-game using Swing for frontend GUI programming, creating interactive and visually engaging interfaces that enhanced user experience and increased player retention.
- Implemented robust backend systems for game logic, player interactions, and data management, including scoring, level progression, and a local leaderboard, which optimized performance and provided a competitive environment within the local setup.

Employee Management System   **Toronto, Canada**
Creator   *December 2022 – December 2022*
- Developed a comprehensive Java-based application for managing employee data, featuring a user-friendly frontend with Swing and powerful backend functionalities, streamlining the process of creating, storing, and manipulating employee records.
- Implemented robust data management systems, allowing users to add, delete, sort, find, and save records locally using text files, ensuring data integrity and control without dependency on external servers, thus providing a reliable solution for organizational data management.

ACTIVITIES

TerraHacks (Toronto Metropolitan University Hackathon)   **Toronto, Canada**
Participant   *Aug 2024*
- Collaborated intensively with a diverse team to conceptualize and build a cutting-edge project addressing complex real-world issues, contributing to all phases of development, including ideation, coding, and presenting the product.

SKILLS

Programming: Java, Python, JavaScript, Ruby, HTML/CSS, React.js, Swift (iOS), SQL, Firebase
Tools: PyCharm, Eclipse, Git, VSCode, Xcode