

EDUCATION

Concordia University – Montreal, Canada - Bachelor of Engineering, Major in Software Engineering

WORK EXPERIENCE

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| Concordia University , Montreal, Canada | September 2025 – Present |
| <i>Student Lead</i> | |
| <ul style="list-style-type: none"> • Supported program administration, events, and outreach in collaboration with facilitators. • Led peer-to-peer discussions and activities to foster reflection, team bonding, and leadership. • Promoted engagement via Teams and Concordia events, representing the program across campus. | |
| Pragmatiste , Montreal, Canada | August 2020 – Present |
| <i>Team Lead</i> | August 2021 – Present |
| <ul style="list-style-type: none"> • Supervised 10+ employees, managed scheduling, and ensured strong communication. • Implemented coaching sessions that boosted sales conversion by 10%. • Supported campaigns including 1800GotJunk and Canadian Red Cross. | |
| Zetane Systems Inc , Kirkland, Canada | May 2024 – August 2024 |
| <i>Software Developer Intern</i> | |
| <ul style="list-style-type: none"> • Designed and implemented AI pipeline tools, debugging and resolving critical software issues in collaboration with cross-functional teams. | |
| <i>Junior Software Developer</i> | September 2024 – May 2025 |
| <ul style="list-style-type: none"> • Contributed to AI applications such as a genre classifier and a text to PowerPoint generator. • Implementation of generative AI using OpenAI and Hugging face models • Produced tutorial videos and technical documentation, enhancing user adoption and clarity. | |

RELEVANT PROJECTS

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| Concordia University | September 2020-Present |
| Digital Twin of PEEKbot Rover – Capstone Project | |
| <ul style="list-style-type: none"> • Building a high-fidelity digital twin of a lunar rover for the Canadian Space Agency • Simulating rover mobility, electric power flow, and battery consumption using ROS 2 and Gazebo • Integrating sensors and telemetry to test mission scenarios before physical deployment. | |
| Warzone Project – C++ (Warzone-GithubLink) | |
| <ul style="list-style-type: none"> • Implemented backend components (game engine, command processing, game loop). • Applied Observer and Strategy design patterns with graph algorithms. | |
| Campus Compass – Mobile App (CampusCompass-GithubLink) | |
| <ul style="list-style-type: none"> • Developed cross-platform (Android and IOS) map guide app for students and visitors with Agile sprints. • Enhanced GitHub collaboration through PR reviews, conflict resolution, and shared artifacts. | |
| Car Rental Application – Web App (Rentaroos-GithubLink) | |
| <ul style="list-style-type: none"> • Built a full-stack rental web app with frontend/backend integration and DBMS. • Applied Agile methodology with SCRUMs, client feedback, and continuous deployment. | |

EXTRA-CURRICULAR ACTIVITIES

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| Vice-President Internals Concordia University, Montréal, QC | January 2024-January 2025 |
| National Society of Black Engineers (NSBE) | |

TECHNICAL SKILLS

Programming Languages: C, C++, Java, Python, Prolog, Clojure, C#

Web Development & Frameworks: HTML5, CSS, JavaScript, React, Node.js, Express.js, Tailwind CSS, Kotlin

Database Systems: MySQL, PostgreSQL, MongoDB, Neo4j, SQLite

Tools & Technologies: GitHub, Docker, Kubernetes, OpenGL, CI/CD, Gradle, Maven, Hugging Face, TensorFlow

Additional Skills: Object-Oriented Programming, Data Structures & Algorithms, Microsoft Office Suite, Embedded System