

EDUCATION

- **McMaster University** Hamilton, ON
Bachelor of Science in Computer Science; minor in Statistics *Expected Completion: April 2026*
 - **Courses:** Machine Learning, Probability and Statistics, Cryptography and Cybersecurity, Computer Architecture

PROFESSIONAL EXPERIENCE

- **Ontario Public Services** Toronto, ON
Software QA Assistant *Sept 2024 - Present*
 - Conduct manual and automated testing (Bash, DBScript, Python) to identify and resolve software defects.
 - Collaborate with developers and IT teams to troubleshoot issues and enhance system reliability.
 - Document test cases, defects, and resolutions using issue tracking tools (e.g., JIRA, ServiceNow).
- **Scholars Education** Mississauga, ON
Mathematics and Computer Science Tutor *Aug 2023 - Present*
 - Assisted high school students in enhancing their skills in math and computer science by creating personalized plans tailored for those with learning disabilities, helping them to advance and successfully complete their courses.
- **Mathnasium Of Clarkson** Mississauga, ON
Mathematics Tutor *Aug 2020 - January 2023*
 - Tutored students from preschool to high school, creating a productive learning environment and instructional materials to support test preparation for high school students.

TECHNICAL PROJECTS

- **Daily Habster**
React, Express, MongoDB, Git
 - Developed a production-grade full stack habit tracker web app with a secure, scalable backend using Express.js and standard security practices
 - Built an interactive, user-friendly interface with React and Tailwind CSS, emphasizing a unique design and seamless user experience
 - Continuously adding features and refining design as part of ongoing project maintenance
- **Spy Communication Network**
Java Design Patterns
 - Communication Network with specific access privileges to different classes; utilizing multiple Java objected oriented programming design patterns
 - The design could be tailored to the specific needs and policies of any network
 - UML diagram gives a summary of the class inheritance scheme and the interactions between classes
- **pixelSnake**
Love2D game
 - Lightweight remake of the classic game snake using lua's Love2D framework; the game reaches up to 145 fps and consistently stays above 100 fps
 - The game is ready for standalone deployment; it has sound effects and writes score to local memory which is achieved using the Love2D framework

PROGRAMMING SKILLS

- **Languages:** Python, C++, C#, Java, C, Lua, Haskell, JavaScript, MySQL, R, MATLAB, XML
- **Technologies:** Shell Scripting, Visual Studio . NET, Git, Unix, Oracle, Azure, AWS

ADDITIONAL INFORMATION

- **Spoken Languages:** English, French, Arabic