

# Ricardo Raji Chahine

Website: ricardochahine.com

Email: <u>Ricardochahine@gmail.com</u> Phone: +1 514 516 5383 LinkedIn: <u>www.linkedin.com/in/ricardorajichahine</u> GitHub: <u>RickyC0</u>

## **EDUCATION**

Concordia University, QC

(Fall 2022 – Summer 2026)

**Bachelor of Computer Science and Minor in Philosophy - (CGPA 3.85)** 

- Student Leadership:
  - o Space Concordia Robotics Team (2025)
  - o ConUHacks IX Hackathon 5<sup>th</sup> out of 180 (2025)
  - o **IEEE Concordia** Projects Director (2024)
- Honors:
  - o In Course Bursary (2024-2025)
  - o Dean's List (2023-2024)
- **Courses:** Data Structures & Algorithms (A+), Operating Systems (A), Object Oriented Programming (A), Deep Learning (TBD), Networking (TBD), Embedded Systems (TBD)

## WORK EXPERIENCE

Concordia University, QC

(Fall 2025)

#### Teaching Assistant for SOEN 342 Software Requirements and Deployment (4 credits)

- Marking assignments and projects.
- Maintained **good communication** flow with the Professors.
- Kept track of students' progress.

Alithya, QC (Fall 2024)

#### **Oracle Consultant Intern (French & English)**

- Integrated **Oracle Fusion** for Québec's Health Ministry.
- Gained insights into the Analyst role, performing **Tests**, **Integration and Optimizations**.
- Acquired practical experience in the Agile methodology, utilizing tools such as MS Project and Jira.
- Created and presented reports to VPs and project manager.
- Got a return offer.

# La Grande Roue de Montréal, QC

(Summer 2022 – Summer 2025)

## Wheel Operator (French & English)

- Worked with real-time systems.
- Intense and fast-paced work environment within a team-oriented setting.
- Fostered active communication with my pair operator and the clients.

## **PROJECTS**

My Personal Website (Summer 2025)

- Phaser Framework: Used Phaser, a web game development kit to build the game mechanics.
- Homemade design: All of the maps and some sprites were designed and made by me on Tiled.
- Portfolio Website: You will find more info about my projects there.



## **Concordia 3D Virtual Tour** - ConUHacks Hackathon - (Team of 4) - 5<sup>th</sup> Place out of 180 (Winter 2025)

- Rapid Web Optimization: Identified and implemented a critical improvement to the University's website within 24 hours, significantly enhancing user experience.
- Virtual Tour Transformation: Revamped Concordia's static virtual tour into a fully traversable 3D experience, elevating engagement and accessibility.
- **High-Performance 3D Rendering:** Implemented **3D Gaussian Splatting** to render rooms and buildings at **120fps**, achieving superior visuals and smooth interactivity.
- AI Chatbot: Integrated an AI chatbot via the Hugging Face API to deliver real-time information, for better UX.

## **RC Car** - IEEE Club Concordia - (Team of 8)

(Summer 2024)

- Innovative Team Collaboration: Worked a multidisciplinary team of engineers to build an innovative and fun project.
- Remote-Controlled Innovation: Engineered a remote-controlled car using Arduino ESP32 with wireless communication, resulting in superior responsiveness.
- Immersive Navigation Integration: Integrated an FPV camera with VR headset control to create a navigation system that improved real-time situational awareness.
- AI-Driven Tracking: Implemented an AI face tracking camera.

## **Dungeons and Dragons - C++ Game Development - (Team of 4)**

(Winter 2024)

- Comprehensive RPG Development: Developed a single-player role playing game with a campaign, music, levels, enemies, and player progression
- Robust C++/SFML Implementation: Game built using C++ and the SFML framework to deliver a seamless GUI experience.
- Advanced Gameplay Enhancements: Applied design patterns and algorithms to improve NPC behavior and overall gameplay dynamics.
- Interactive Map Creation: Implemented a user-driven map creation menu to enable custom level design.

## TECHNICAL KNOWLEDGE

#### **Software & Tools:**

VS Code | Oracle Fusion | Excel | MS Project | Jira | Docker | OpenCV | Maple | Wireshark

#### **Programming Languages:**

Java | C | C++ | JavaScript | PHP | Python | SQL | MARIE Assembly

#### **Technical Proficiencies:**

CI/CD Pipelines | Multithreading | Relational Databases | REST API

#### Languages:

French (Fluent) | English (Fluent) | Arabic (Fluent) | Spanish (Beginner)

## ADDITIONAL TRAINING

Udemy: OpenCV with Python, Cybersecurity, Git & GitHub, Jira

**COOP Training Program:** Excel