

Ricardo Raji Chahine

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LinkedIn: www.linkedin.com/in/ricardorajichahine GitHub: [RickyC0](https://github.com/RickyC0)

Software & Tools: VS Code • Oracle Fusion • Excel • MS Project • Jira • Docker • OpenCV • Maple • Wireshark

Programming: Java • C • C++ • JavaScript • PHP • Python • SQL • MARIE Assembly

Technical Proficiencies: CI/CD Pipelines • Multithreading • Relational Databases

Languages: French (Fluent) • English (Fluent) • Arabic (Fluent) • Spanish (Beginner)

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 made by me** on Tiled
- **Portfolio Website:** You will find more info about my projects there

Concordia 3D Virtual Tour - ConUHacks IX Hackathon - (Team of 4) - 5th Place

(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:** Built the game using C++ and the SFML library 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.

WORK EXPERIENCE

Internship 1: Alithya, QC

(Fall 2024)

Oracle Consultant Intern (French & English)

- Integrated **Oracle Fusion** for the **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**

Part Time: La Grande Roue de Montréal, QC

(Summer 2022 – Summer 2025)

Wheel Operator (French & English)

- Intense and fast-paced work environment within a **team-oriented setting**
- Fostered **active communication** with my pair operator and the clients

EDUCATION

Bachelor of Computer Science and Minor in Philosophy - (CGPA 3.85) **(Until Summer 2026)**

Concordia University, Montreal, QC

- **Student Leadership: Director of Projects IEEE Concordia (2024), ConUHacks IX (2025)**
- **Honors: Dean's List (2023-2024), In Course Bursary (2024-2025)**
- **Courses:**
Object-Oriented Programming (A), Data Structures & Algorithms (A+), Advanced C++ (A-), Operating Systems (A), Networking, Machine Learning

ADDITIONAL TRAINING

Udemy: OpenCV with Python, Cybersecurity, Git & GitHub, Jira **(2023 – Present)**

COOP Excel Training Program **(Fall 2023)**