

Roheen Ghafuri

613-600-3716 | ghafuriroheen@gmail.com | <https://www.linkedin.com/in/roheenghafuri/> | <https://github.com/RoheenG>

Education

University of Ottawa

Bachelor of Applied Science in Software Engineering (CO-OP)

Relevant Coursework: Intro to Computing I (Python), Intro to computing II (Java), Discrete Mathematics for Computing, Intro to Product Development, Intro to Web Development

Sep. 2024 – 2028

Ottawa, Ontario

Colonel By High School

High School Diploma

Honors in Science and Mathematics

Sep. 2020 – 2024

Ottawa, Ontario

Professional Experience

Tim Hortons

Team Member

Nov. 2021 – Jul. 2024

Ottawa, Ontario

- Provided excellent customer service, enhancing user experience through effective communication.
- Collaborated with team members to achieve operational goals in a dynamic, fast-paced environment.
- Resolved customer inquiries effectively, demonstrating strong problem-solving and critical thinking skills.

Capital Elite Painting

Marketing Manager

Mar. 2024 – Jul. 2024

Ottawa, Ontario

- Led a team to develop and execute marketing strategies, enhancing brand visibility and engagement.
- Utilized data analysis to inform decision-making and optimize marketing campaigns for better performance.
- Mentored team members in digital marketing tools, promoting skills development and effective teamwork.

Capital Elite Painting

Full-Time Painter

Jul. 2024 – Sep. 2024

Ottawa, Ontario

- Executed high-quality painting projects, ensuring attention to detail and customer satisfaction.
- Collaborated with team members to complete projects efficiently and on schedule.
- Managed project timelines and resources to maintain workflow and productivity.

Projects

OPS Safety | *HTML CSS JavaScript*

Nov. 2024

- Developed an interactive web application to enhance urban public safety with a focus on front-end development.
- Integrated a GPS feature for users to rate and comment on safety levels in specific locations, providing real-time alerts for incidents.
- Collaborated with a team to integrate mapping features that categorize safety reports based on crime, traffic, and health incidents.

Old Maid Card Game | *Python*

Oct. 2024

- Developed a card game based on the classic game "Old Maid" using Python, focusing on user-friendly gameplay.
- Implemented features to enhance user experience, such as intuitive card selection and dynamic game mechanics.
- Published the game on GitHub, showcasing coding skills and commitment to open-source collaboration.

3D Minecraft Game | *Python*

Sept. 2024

- Created a Minecraft replica using Python and the Ursina game engine, implementing core mechanics and gameplay elements.
- Utilized game physics to enhance interaction and realism within the environment.
- Designed and managed game assets for efficient development and project organization.

Skills & Interests

Skills: Java, Python, C/C++, JavaScript, HTML/CSS

Interests: Front-end Development, Game Development, Sports, Driving, Building Projects

Languages: English (Native Speaker), Dari (Fluent)