RYAN SEFRIOUI

ryan.sef1@gmail.com ❖ (514) 294-0610

SKILLS AND LANGUAGES

Word – Excel – PPT – Access – Eclipse - **C++** - Java – LaTex – Python – React – Javascript - C# - HTML – CSS – Github – Pycharm - Sublim Text 3 – Agile – Dockers – French – English – Arab

WORK EXPERIENCE

UI Team Lead (Unity Gamified Survey)   **August 2024 – April 2025**
CERC Concordia   Montreal, Qc
- Led the UI development for a 10-person team on a gamified street-walkability survey application built with Unity.
- Supervised and mentored 2 junior developers who were new to C# and Unity, guiding them on best practices and efficient coding strategies.
- Implemented a default template class system that seamlessly integrates new UI components into a central Menu Manager, preventing overlapping menus and streamlining menu interactions.
- Coordinated with cross-functional teams to ensure smooth integration of UI elements, game mechanics, and user experience requirements.
  - **Tools:** Unity – C# - Github

Interfacing   **August 2021 – December 2021**
Intern Frontend Developer   Montreal, Qc
- Created new React functions and objects for the company's web application.
- Wrote end-to-end tests using Cypress to ensure new functionalities worked as intended.
- Updated and maintained documentation for various code segments, improving clarity for future developers.
  - **Tools:** Javascript - HTML - XMS -Tailwind CSS - Dockers

EDUCATION & QUALIFICATIONS

Concordia University   **January 2020 – April 2025**
BEng Software   Montreal, Qc
- Relevant Coursework: OOP, Data Structures, Algorithms, Software Project Management
- Main programming language used: JAVA

PROJECTS

- **Portfolio Website**
  - https://www.ryan-portfolio.ca/
- **Tower Defense Game**
  - Developed a Tower Defense game in C++ using SFML 3.0.0, implementing core systems like map generation, critter spawner, tower manager, and tower shop.
  - Applied object-oriented principles and design patterns (e.g., decorator pattern for tower upgrades) to ensure modular and maintainable code architecture.
- **Condo Management Website**
  - Built a web app with React, Tailwind, and PostgreSQL for condo, billing, and maintenance management.
  - Designed a responsive UI and implemented secure data handling.
- **Music DB with Spotify API**
  - Created a music database using Python and Spotify API to fetch and analyze track, album, and artist data.
  - Processed metadata for trends, genres, and popularity insights.