

# Mohamed Eltaib

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## EDUCATION

### Toronto Metropolitan University

Toronto, ON

*Bachelors of Science in Computer Science*

*Expected: April 2026*

**Relevant Courses:** Data Structures & Algorithms, Operating Systems, Discrete Structures, Software Engineering, Computer Science I/II (Python & Java), Computer Organization I/II, Intro to C and UNIX

## EXPERIENCE

### Software Engineer Intern

Jan. 2024 – Apr. 2024

*Ada Analytics*

- Collaborated on frontend and backend development for a web application as a Lead Software Engineer Intern.
- Assumed a leadership role within the frontend team, managing tasks and promoting seamless collaboration.
- Gained valuable experience working with a professional development team at Ada Analytics.
- Gained hands-on experience in the intersection of finance, data analytics, and software development.

### Game Designer

Sept. 2022 – Jan. 2024

*Gamefam Studios*

- Specialized workstations equipped with industry-standard 3D modeling software (e.g, Blender, Maya).
- Dedicated areas for texture artists with tools like Substance Painter for realistic surface detailing.
- Explored ways to visualize concept art in 3D space before full production.

## PROJECTS

### DryEye AI | *React, Django, Python, OpenCV*

- Developed an AI-powered tool that predicts drought conditions using historical climate data and computer vision.
- Built a React frontend and Django backend for seamless data processing and user interaction.
- Implemented YOLOv8 for accurate drought prediction through image analysis.
- Provided timely drought forecasts to aid farmers and governments.

### QuickFix Bug Reporting | *HTML/CSS, Python (Flask), SQL*

- Comprehensive web application for efficient bug reporting, tracking, and visualization.
- Utilized Flask for backend development, providing robust APIs for seamless data interaction.
- Implemented user authentication using Scrypt password hashing for enhanced security.
- Utilized matplotlib for generating insightful graphs of bug data and sprint iteration trends.
- Stored application and user data efficiently in a SQL-based database for persistent storage.

### Movie Haven | *HTML/CSS, JavaScript*

- Built an interactive film and TV exploration platform.
- Utilized JavaScript for efficient API integration, providing real-time movie information.
- Implemented a feature highlighting top-rated films based on IMDb ratings
- Proficiently hosted the project on GitHub pages ensuring easy access.

### Arcade | *HTML/CSS, JavaScript*

- 8-bit arcade-style website simulating an arcade machine.
- Implemented visual effects and sound elements to mimic the authentic arcade experience.
- Utilized advanced web development techniques to create responsive and dynamic arcade-like interactions.
- Proficient in multimedia integration, combining visuals and sound seamlessly.

### Portfolio | *HTML/CSS*

- Designed and developed a personalized portfolio website using HTML and CSS.
- Implemented a visually appealing and responsive layout to showcase skills, projects, and achievements.
- Showcased technical and creative abilities through personalized design elements and interactive features.
- Demonstrated proficiency in front-end web development by crafting a polished and engaging portfolio website.

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, JavaScript, HTML/CSS, Bash, LISP, SmallTalk, Elixir, Haskell, Rust

**Frameworks:** Flask, Git, AWS, React.js

**Tools:** Linux/Unix, Visual Studio Code, IntelliJ, PyCharms, Eclipse