

# 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 (Python & Java), Computer Organization, C and UNIX, Database Systems, Artificial Intelligence

## EXPERIENCE

### Software Engineer Intern

Jan. 2024 – Apr. 2024

*Ada Analytics*

- Led the full-stack development of a finance and data analytics platform, utilizing **React.js** for the frontend and **Django** for the backend
- Led frontend team, ensuring code quality, feature development, and task assignments using **Git**
- Designed and implemented APIs using **Django REST Framework** to efficiently integrate and process complex financial data models
- Collaborated closely with the data analytics team to design and integrate interactive financial visualizations using **Plotly**, enhancing user engagement with dynamic data insights.

### Game Designer

Sept. 2022 – Jan. 2024

*Gamefam Studios*

- Modeled 3D assets using **Blender** and **Maya** for various game environments and characters
- Utilized **Substance Painter** to design high-quality textures for game models, enhancing the realism of in-game surfaces and materials
- Collaborated in Agile sprints, using **Trello** to manage tasks and meet design deadlines

## PROJECTS

### DryEye AI | *React, Django, Python, OpenCV, YOLOv8*

- Developed an AI-powered tool to predict drought conditions by integrating historical climate data with image-based analysis using **YOLOv8** for object detection and drought pattern recognition
- Built a responsive frontend in **React** and a robust backend using **Django**, ensuring seamless data flow and interactive user experience
- Leveraged **OpenCV** for pre-processing images, enhancing model accuracy in identifying drought-affected regions
- Created automated climate reports and drought forecasts to help farmers and governments with early preparedness and resource allocation

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

- Developed a web-based bug tracking system using **Flask** for backend development, enabling real-time bug reporting and efficient tracking across development teams
- Implemented user authentication with **Scrypt** password hashing, ensuring data privacy and secure user access
- Developed data visualization tools using **Matplotlib**, creating interactive dashboards for analyzing bug data trends and sprint performance metrics
- Designed a relational **SQL** database to store and manage bug reports, user data, and project information, ensuring high scalability and data integrity

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

- Developed an interactive web platform for exploring films and TV shows, featuring dynamic content updates and user-friendly navigation
- Integrated **APIs** using **JavaScript** to fetch movie data, including details such as ratings, summaries, and genres
- Deployed the project on **GitHub Pages**, ensuring accessibility and ease of sharing the platform with users globally

## 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