

SAIF FADHEL

Software Engineer

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EDUCATION

Bachelor degree

McMaster University

📅 Sept 2017 – Present

📍 Hamilton, Ontario

- Software Engineering Year III
- Related coursework:
 - Engineering Computation
 - Engineering Graphics and Design
 - Principles of Programming
 - Data Structures and Algorithms
 - Databases

EXPERIENCE

Programming/Lego Robotics Instructor

Sunny Mandarin School

📅 June – August 2018

📍 Markham, Ontario

- Developed strong public speaking skills while teaching students up to 12 years old.
- Taught Python, Lego Mind-storms, and Scratch programming languages.
- Applied my own creative curriculum in addition to the mandatory one in order to allow more experienced students to enjoy learning to code freely while beginners received additional support and training.

ADDITIONAL COURSEWORK

JavaScript

LinkedIn Learning

📅 Sept 2019 – Present

📍 LinkedIn

EXTRACURRICULAR

McMaster AI Club

McMaster University

📅 September – December 2019

📍 Hamilton, Ontario

- Attended various discussions about the idea of Artificial Intelligence and engaged in Google Collab coding sessions.

TECHNICAL SKILLS

Programming Languages:

C, Python, Java

Experienced Technologies:

LaTeX, Quartus, MATLAB, Autodesk Inventor, Microsoft Office

PROJECTS

Fibonacci Fractal Generator

Program in C

- Developed a program that generates Fibonacci fractals from an n value of 30 and higher within a very short time interval.
- Fractals are stored as bitmap images.

Char Addition/Subtraction Calculator

Program in C

- Created a simple program that calculates the sum or difference of two numbers of a fixed character array length.

PPM Image Filter Convolution

Program in C

- Developed a program that receives a PPM image and applies a kernel filter to it using convolution to produce an output image.

Tetris

Program in Java

- Recreated Tetris the video game with some added features like level selection screens with harder difficulty settings.
- Rendered my own images and overlays using Adobe Photoshop.
- Used Java to code the program onto a Graphical User Interface (GUI).

Space Invaders

Program in Java

- Rendered my own images and overlays using Adobe Photoshop.
- Learned how to animate the aliens and shield erosion.
- Used Java to code the program onto a Graphical User Interface (GUI).

Slider Puzzle

Program in Java

- Created a general slider puzzle in my time in high school with four different images.
- Added fully functional shuffle and quick-solve buttons.
- Used Java to code the program onto a Graphical User Interface (GUI).

References Available Upon Request