

SAIF FADHEL

Software Engineering Student

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EDUCATION

Bachelor degree - Software Engineering Year III CO-OP McMaster University

Sept 2017 – Present

Hamilton, Ontario

- Related coursework:
 - Engineering Computation
 - 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 C

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

Autonomocity Python

- Deltahacks VI Hackathon entry tackling Autonomous and Connected Cars challenge by Innovation Factory.
- Trained model to identify patches of snow on the road with images in order to reduce speed limit of an Autonomous vehicle dynamically.

PPM Image Filter Convolution C

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

Char Addition/Subtraction Calculator C

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

Personal Website HTML, CSS

- Created a website from the scratch utilizing bootstrap elements and hosted on GitHub at www.saiffgit.github.io

Tetris 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).

AWARDS



Placed 1st for the ITE Challenge in Delta-Hacks VI