Samy Zarour

Software Developer

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ℹ About

I'm a student, a coding enthusiast and a dreaming entrepreneur.

I love to create meaningful software with minimal design and modern technologies. I'm an active pursuer of knowledge and I'm particularly interested in Machine Learning.

Outside of code I enjoy thought provoking movies and books, algorithmic challenges, taekwondo and soccer.

Finally, I believe passion inspires passion. I attend Hackathons to grow my own and I give classes to ignite it in others.

SPOKEN LANGUAGES:

🎓 Education

McGill University

🎖 BSc. in Computer Science

🕐 Fall 2013 - Fall 2017

Collège Stanislas
MONTRÉAL

🎖 French Baccalaureate in Science (equiv. to DEC in Natural Sciences)

🕐 Fall 2010 - Summer 2013

</> Core Languages

- Python
- Java
- C++
- HTML/CSS
- JavaScript
- MySQL

⚙ Tools

- Android
- Django
- AngularJS
- IOS
- MongoDB
- Gazebo

💼 Professional Experience

SOFTWARE DEVELOPER INTERN *at Eriscsson*

🏢 MONTREAL, CANADA 🕐 SUMMER 2015 - ONGOING

I worked as a Software Engineer in the Montreal-based Innovation Team of Ericsson, the ICT giant. My role consisted mostly of pitching potential solutions to City problems and demands, providing input on my colleague's proposed solutions and building proofs of concept for those solutions. This experience helped me develop skills in data mining, big data, mobile and web development, as well as presenting and pitching skills.

LEAD INSTRUCTOR *at KidsCODEJeunesse*

🏢 MONTREAL, CANADA 🕐 WINTER 2014 - ONGOING

KidsCODEJeunesse is a Canadian non-profit organization that aims to expose young students to programming and computational thinking. I've worked alongside primary and high school teachers to help them introduce their students to the world of computing, a cause I'm particularly passionate about. My roles include designing/building the website, leading hackathons/workshops, teaching programming and designing curriculums.

RESEARCH INTERN *at the GREYC*

🏢 CAEN, FRANCE 🕐 SUMMER 2014

I worked in the field of computer vision, artificial intelligence and human-robot interactions, developing mainly in Java but also in C++ and C. I worked on building the exploratory mapping engine of the GREYC research team's robot for the STAGE competition. This experience thought me how to work on a team project and how to write code that dynamically reacts to environmental errors and inaccuracies.

🛠 Projects

KIDSCODEJEUNESSE.ORG

Built an internet platform to connect KidsCODEJeunesse volunteers with schools as well as provide them both with all the information they might need before, during and after the classes are given. The website also includes an automated matching system between volunteers and schools, which is based on each party's location and time restraints.

KWYZ

An alternative to Anki and Quizlet that enables users to share flashcards and quizzes that they create natively on the website or through the android app. It also allows the user to modify downloaded quizzes or flashcards and store them for offline usage. The main objective of this project was to improve my personal UI/UX design skills.

WALKSAFE

WalkSafe aims at accelerating police response in case of late night aggressions. Once the app is activated the user can either fake a conversation or talk to a real person from his contact list. If the phone leaves the user's ear because of an act of violence an sms is sent to 911 (and a user-specific emergency contact) with a short message describing the incident accompanied with a link that holds the dynamically updated location of the user. The user can cancel the request within the frist 2 seconds of it being sent and a cancelation mesage can be sent after that deadline.