Nawras M. **Amin**

Software Engineering Student

Laval, QC

(+1) 514-348-2551 | nawrasmamin@gmail.com | https://thestrix.ca | StrixSC | nawrasmamin

Summary

Second year Software Engineering Student at the university of Polytechnique Montreal, specializing in the field of Information Security, Computer Network Security, Machine Learning and Game Development. Currently working towards obtaining the CompTIA Security+ and Network+ Certifications and hoping to obtain my CISSP and OSCP Certifications in the future. I am fluent in C++, TypeScript, Python and JAVA and I have experience with SCRUM and AGILE development methodologies, acquired from numerous project both outside and inside school. I am autonomous, I strive to learn new technologies and my strong problem solving skills allowed me to succeed in numerous situations.

Education

École Polytechnique de Montréal   *Montreal, QC*

B.Eng. Software Engineering   *Aug. 2018 to May 2022*

Cégep Montmorency   *Laval, QC*

Cegep Diploma | Pure and applied sciences   *Jan. 2015 to May 2018*

Work Experience

Bugcrowd | Hackerone   *Montreal, QC*

Independant Pentester | Bugbounty Hunting   *Dec. 2019 - Ongoing*

- Perform vulnerability assessment tests using a variety of penetration testing tools, custom scripts and payloads, as well as perform reconnaissance to obtain information on possible critical points to analyze.
- Analyze the data obtained from various results such as open ports and the technology used by the ports.
- Redact custom reports sent to the target containing various information such as how to reproduce the bug, the danger level of the vulnerability, etc.

Fondation et Alumni de Polytechnique Montréal   *Montreal, QC*

Assistant, Information Management   *Sep. 2019 - Ongoing*

- Maintenance of the database of donors and graduates (updating, animation and development) through the Raiser's Edge platform.
- Management and dissemination of information within the teams (collection, processing, dissemination, archiving, etc.). of electronic and physical documents).
- Basic web development (creation of HTML forms for donations and HTML email templates for mass emailing using the NetCommunity platform)

Notable Projects

GNE | Chess engine   *Montreal, QC*

C++, UCI, Neural Networks, Search Algorithms, Machine Learning   *Déc. 2019 - Ongoing*

- Bitboard design using different data structures to test the most efficient.
- Implementation of the chess rules within the machine.
- Implementation of an Alpha-beta search within the pieces to find the most significant move.
- More to come in hopes of being able to participate in chess engine tournaments one day

Vector Illustrator Web-Application   *Montreal, QC*

Typescript, Angular2+, NodeJS, Express, MongoDB, SVG, Git, Agile, Scrum, QA, Developement basé sur test   *Jan. 2020 - May 2020*

- Implementation of a reactive user interface using CSS and Angular.
- Implementation of functionalities such as drawing with pens, pencils, sprays, drawing shapes and others.
- Use of SVG functionalities for vector art.
- Development using Agile and Scrum procedures over the course of three sprints.
- Using NodeJs, Express with MongoDB to keep backups of the drawings made on the application.

Rover-Robot   *Montreal, QC*

C++, Make, GCC | AVR-GCC, GDB, Git, Linux, Electronics and Embedded Systems   *Sep. 2019 - Déc 2019*

- Writing various files in C++ to achieve different functionalities.
- Writing various Makefile scripts to compile the code using AVR-GCC, ATMEL's compiler.
- Assign the electrical ports and do the wiring of the robot, as well as program the robot's memory.

Project EVOL | 2D platform game created for the International Baccalaureate MYP :
MyPersonalProject

Montreal, QC

C++, GML, GameMakerStudio, Physics Engine, GUI

Sept. 2014 - June 2015

- Use the various built-in libraries to design and generate the graphical output, including the character, levels and the rest of the user interface.
- Writing and implementing collision logic.

Skills

DevOps	Git, Jenkins
Back-end	Node.JS, Express, PHP, SQL, REST APi
Front-end	React, Angular(2+), TypeScript, HTML5, Bootstrap , SASS
Programming	C++, Python, JAVA, Shell, PowerShell
Tools	Linux, BurpSuite
Languages	Kurdish, English, French

Extracurricular Activities

Montréhack

Montreal, QC

Recurrent Participant

Every third Wednesday of the month.

- Acquired expertise in the field of computer security hacking, particularly with regard to UNIX-based internal operating systems as well as several other operational techniques.
- Work as a team to solve different infoSec/hacking problems.
- Learn new ways to penetrate certain software or technologies, safely and legally.

RingZer0 CTF | Montreal based CTF Forum and Group

Montreal, QC

Recurrent Pariticipant

- Helping each other to solve challenges from RingZer0 CTF or any other CTF
- Discover vulnerabilities in various technologies, including penetrating web applications, binary exploitation, reverse engineering, cryptography, forensics, and more.

ConUHacks 2020 | Hackathon

Montreal, QC

Participant, Team-Leader

Jan. 2020

- Working as a team to solve problems
- Use APIs from several different companies to solve given problems.

Hackatown 2020 | Hackathon

Montreal, QC

Participant, Team-Leader

Jan. 2020

- Working in a team to participate in a Machine Learning (AI) and SmartCity (IOT) challenge where we had to find an idea that would solve a recurring problem or need in everyday life and implement it within 24 hours
- Coding the interface and back-end of an application that estimates CO2 gas emissions during public transportation.

LHGames 2019 | Hackathon

Montreal, QC

Participant, Team-Leader

Oct. 2019

- We worked as a team to take part in a machine learning challenge where we had to teach a robot how to play an online video game that was given to us by the LHGames team.
- Implementation of various algorithms for the robot to follow and play the game