



Abdullah Munir

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EDUCATION

University of British Columbia

Sep 2022 - Apr 2026

Bachelor of Science in Computer Science (Co-op) - GPA: 4.10/4.33 (Dean's List)

Kelowna, Canada

Received UBC's International Major Entrance Scholarship & Faculty of Science International Student Award

Relevant Courses: Object Oriented Programming, Data Structures, Analysis of Algorithms, Data Analytics, Machine Architecture, Artificial Intelligence, Software Engineering, Machine Learning, Parallel Computing

EXPERIENCE

CGI

Jan 2025 - May 2025

Software Engineering Intern

Toronto, Canada

- Developing a **Generative AI** tool, to automate UI development with Gemini **RAG training**, reducing iteration time from weeks to hours and increasing developer efficiency by **40%**.
- Optimizing manual coding effort by **60%** by developing a **prompt engineering system** with **meta-prompts** and **GitHub Copilot** integration to automate **Angular** component creation and code migrations.
- Proposed and implemented the adoption of Material 3 tokens in CGI's **design system library** used by external clients, enhancing UI consistency, accessibility, and boosting **user engagement by 30%**.

University of British Columbia, Culture & Technology Department

May 2024 - Present

Software Developer, Assisting Professor of Virtual Arts (**Aleksandra Dulic**)

Kelowna, Canada

- Developing a **3D educational game** in **Unity** for **24,000 students**, implementing **C#**-based scripted gameplay, **Malbers AI**, and level management to enhance engagement and real-time assessment of indigenous land and sustainability concepts.
- Improving user interaction by **50%** by integrating **mini-games**, **puzzles**, and **time-based quests**, collaborating with **research teams** and school management to align game mechanics with educational goals.

University of British Columbia

May 2024 - Dec 2024

Undergraduate Teaching Assistant & Subject Tutor

Kelowna, Canada

- Taught and supported **80+ students** in **Computer Science**, Math, **Data Science**, and Statistics, providing one-on-one guidance and managing weekly labs.
- Assisted in lectures, lab sessions, and grading for **COSC 122**, ensuring students grasped core concepts through structured problem-solving and office hours.

PROJECTS

TSKFLO [\[GitHub\]](#) — (React, Redux, Node.js, Socket.IO, JWT, Tailwind CSS)

Jan 2025 - Apr 2025

- Architected a **full-stack task management system** that significantly increased team productivity by implementing real-time collaboration using **React**, **Node.js**, and **JWT authentication**.
- Developed a scalable **role-based access control system** that reduced unauthorized access attempts by **80%** through implementing JWT authentication and layered architecture with **React and Node.js**.

TidyLink [\[GitHub\]](#) — (React Native, Firebase, Expo, APIs)

Dec 2023 - Apr 2024

- Built a **full-stack mobile app** to connect blue-collar workers with job opportunities in Pakistan, targeting a market of **8.5 million** domestic workers.
- Implemented **Firebase Authentication** for secure sign-ups and profile creation, with data stored in **Firestore**. Enhanced the app with area-based profile viewing and an **integrated chat system**, projected to increase job matching by **20%**.

TECHNICAL SKILLS

Languages/Frameworks: Python, Java, JavaScript, TypeScript, C#, C++, SQL, HTML, CSS, React.js, AngularJS, Node.js, React Native, MongoDB, Unity

ML/Tools: TensorFlow, PyTorch, Keras, Pandas, NumPy, Seaborn, Matplotlib, GitHub, AWS (S3, EC2, Lambda), Jupyter Notebook, Compute Canada, Tableau