Aymen Ouali

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Portfolio Website | LinkedIn | GitHub

Technical Skills

Programming Languages: C#, Python, JavaScript, Java, C,
Web & Database: HTML, CSS, Firebase Firestore, SQL Server
Frameworks: React Native, Svelte, Flask, .NET Framework, .NET Core, TailwindCSS
IDEs: Visual Studio Code, Visual Studio Community, Eclipse
Other skills: Experience with Git and GitHub, Firebase, and the Unity game engine, Postman

Education

Bachelor of Engineering (B. Eng.), Co-op in Software Engineering – **CGPA: 3.8/4.0**   **September 2021 – April 2025**
McGill University, Montreal, QC

Relevant Coursework

Now: Model-Based Programming, Introduction to Computer Science
Past: Introduction to Software Development, Communication in Engineering

Languages

French (native), English (professional fluency)

Engineering Projects

Portfolio Website (Front-End) - *Personal Project –* Website – GitHub Repository   **January 2022**
- Developed a portfolio website using **SvelteKit** and **TailwindCSS** to showcase my projects.
- Deployed the project on Netlify from the GitHub repository.
- Used: **Svelte, JavaScript, TailwindCSS**

NDL-k: Arcade (Full-Stack) - *Personal Project*   **April 2021 – Today**
- Used BeautifulSoup4 in **Python** to perform **web scraping** and gather data from dbkpop.com, stored in JSON format.
- Built a **REST API** in **Python** using **Flask** to return questions.
- Developed a **React Native** application using **Expo** that uses the data from the **REST API**.
- Used Firebase authentication and Firebase **Firestore** to store user-related data.
- Used: **Python, Flask, React Native, React Hooks, Asynchronous Programming, Firebase, Firestore**

SacHacks 2021 (Front-End) – *Hackathon –* GitHub Repository   **February 2021**
- In a team of 4, developed a website to allow users to improve their typing speed with challenging prompts.
- In charge of setting up **Flask**, building the website using HTML and CSS and the interactive user interface with JavaScript.
- Deployed the website on PythonAnywhere
- Used: **Python, Flask, JavaScript, HTML, CSS**

Sudoku Solver - *Personal Project –* GitHub Repository   **February 2021**
- Implemented a recursive algorithm in **Python** to automatically solve a sudoku board.
- Used **PyGame** to visualize the solving process.
- Used: **Python, PyGame, Recursion**

Anime Save One Drop One (Full-Stack) - *Personal Project –* GitHub Repository   **January 2021**
- Using JikanAPI, stored multiple fictional characters' data (name, points, images, etc.) using SQL server.
- Built a **REST API** to gather data stored in the database to rank the characters in terms of points.
- Developed a web-based game allowing users to vote for their favourite of two Japanese animation characters to rank them.
- Used: **SQL Server, C#, Blazor WebAssembly, .NET Core, MVC, Asynchronous Programming, HTML, CSS**

Slashy - *Personal Project*   **October 2020**
- Designed a hyper-casual game available on the Google Play Store.
- Used: **C#, Unity Game Engine, PlayerPrefs**

Other Experiences

Tim Horton's (July 2021 – November 2021): Offered high-quality customer service while working in a high-paced environment.
Subway (August 2020 – June 2021): Worked as a Sandwich Artist in a high-paced environment, cleaned the restaurant.
Scotia Bank Marathon (April 2019): Volunteered at the finish line, distributed drinks, and gave directions to runners.