ANAS ISMAILI

anasismaili@cmail.carleton.ca • github.com/anasisma • linkedin.com/in/anas-ismaili

EDUCATION

Honour's Bachelor of Computer Science   **September 2021 – May 2025**

Carleton University – Ottawa, ON

- Third year standing, GPA: 11.8/12.0
- 2022-2023 & 2023-24 Dean's Honour List
- Relevant courses: Data Structures and Algorithms, Object-Oriented Software Engineering, Java, Python, Operating Systems, Web Applications, Systems Programming, Database Management

PROJECTS

Software-based EEG Device Simulation

- Collaborated with a team using Git for version control, facilitating seamless integration of individual contributions and ensuring project consistency.
- Conducted thorough testing and debugging to ensure the stability, reliability, and effectiveness of the software, contributing to the seamlessness of the integrations.
- Applied OOP principles and design patterns in C++ such as encapsulation and the observer pattern to enhance software architecture and flexibility and make a modular and maintainable codebase.
- Developed intuitive user interface using Qt C++, demonstrating proficiency in GUI design and implementation.

Fitness Club Management System

- Developed a Python command-line application for backend management of a fitness club.
- Utilized PostgreSQL for SQL database management for the implementation of CRUD functionality, showcasing proficiency in database design and query execution.
- Demonstrated strong problem-solving skills in tackling complex queries, to allow for faster running times and query efficiency.

Photo Album Management Application

- Developed a C++ program to manage a master list of Photos and create Albums, utilizing operator overloading with polymorphism to simplify object manipulation.
- Implemented multiple inheritance in a diamond hierarchy to create a class to allow for a search functionality.
- Demonstrated proficiency in C++ programming and understanding of OOP concepts and techniques, including operator overloading, templates, multiple inheritance, and factories.

Ghost Hunt Game Simulation

- Utilized knowledge of dynamic memory to prevent memory leaks and to properly manage memory.
- Employed C programming skills, alongside understanding of semaphores, to manage threads to optimize run times and maximize efficiency.

EXPERIENCE

Cloud Developer Intern   **Sept 2023 – Dec 2023, May 2023 – Aug 2023**

Communications Research Centre Canada, Ottawa, ON

- Spearheaded the redesign and improvement of a cloud-based cost management tool, to enhance user-friendliness, intuitiveness and effectiveness.
- Improved existing cloud tool by independently creating functional data pipelines using various AWS services, Python libraries and automation techniques.
- Successfully implemented serverless functions, cloud object storage, and business intelligence tools for efficient data processing and visualization.

TECHNICAL SKILLS

- **Languages:** C/C++, Python, Java, JavaScript, HTML/CSS
- **Others:** Git, AWS, Unix/Linux, PostgreSQL, Node.js, Express.js, Pug.js, REST APIs, Selenium, JUnit

Fully bilingual: Native speaker of both English and French