

Anthony A. Nader

Business School Graduate | Software Developer

Driven by the combination of business and engineering, I am a full-time learner and technology enthusiast passionate about music software development, web, and native iOS applications.

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EDUCATION

B.A.Sc. in Software Engineering (CO-OP)

University of Ottawa

2015 – 2019

Ottawa, Ontario

Bachelor of Commerce in Accounting and Business Management

Concordia University

2011 – 2015

Montreal, Québec

WORK EXPERIENCE

Software Developer (CO-OP)

Signiant

01/2017 – 08/2017

Ottawa, Ontario

Signiant offers a hybrid auto-scaling SaaS utility that accelerates the transfer of large data-sets into and out of cloud object storage

Tasks

- Gained experience in architecting and developing RESTful backend Node.js microservices
- Resolved stories related to UI and Dynamic Web Development using HTML, CSS, Ajax, JavaScript, JQuery, Backbone and HandleBars
- Developed extensive debugging skills by building numerous unit tests using JUnit, Mockito, Mocha and Jasmine Frameworks
- Achieved an outstanding ranking for the term; the initial four-month contract was extended to eight months by the employer

Digital Marketing Manager

Genatec

2014 – Present

Montreal, Quebec

SME focused in providing IT Solutions and Business Consulting

Tasks

- Maintained the company's website, blog content and ranking using SEO, SEM and Google Analytics
- Created and implemented measurable advertising campaigns across all social platforms
- Analyzed and optimized various key performance indicators to align the company's spending with its marketing budget

ORGANISATIONS

Vice President of Marketing (SESA) (2016 – Present)
Software Engineering Student Association of uOttawa

IEEE (CIS) and (CS) Member (2016 – Present)
Computational Intelligence Society

SKILLS

Java

JavaScript

Python

HTML | CSS

Photoshop | Sketch

AWS | Azure | GCP

Node.JS

Excellent Written and Oral Communication

PERSONAL PROJECTS

Time Bo[AR]d | HackHarvard (2017) 🔗

- Built a native iOS app, that enables users to collaborate, share and upload a series of 3D whiteboard sessions through Augmented Reality
- Technologies used include: Firebase, ARKit, Swift, Cocoa, Pods

Muvic | Hack the North (2017) 🔗

- Built a smart, responsive web-based music sheet manager that uses facial-recognition algorithms to detect facial cues allowing seamless and intuitive scrolling of music sheets
- Technologies used include: Firebase, Node.JS, Octave Scripts, JavaScript, HTML, CSS (Material Design) and Python

PetTrace

- Web-app which allows users to find their lost pets using a rewards system based on elapsed time
- Technologies used include: Meteor.js, HTML, CSS, JavaScript, Node.js and MongoDB

LEARNING

Swift | ARKit

R | Regression | Machine Learning

CERTIFICATIONS

Christopher's Leadership Course (CLC) (2017)

Accredited certification in public speaking and effective communication

LANGUAGES

English
Native

French
Native

INTERESTS

Composing Music

Fiction Novels

MMORPG

Investment Portfolios

Skiing

Fitness Training