**ADIL GARAD**

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OBJECTIVE

Highly motivated and detail-oriented Computer Science B.Sc. graduate with a strong background in software engineering and a passion for developing innovative software solutions. Proficient in object-oriented programming, augmented reality (AR), and virtual reality (VR) technologies. Seeking a role where I can utilize my technical skills and contribute effectively to a dynamic team.

EDUCATION

**Bachelor of Science, Computer Science** 2023

*Lassonde School of Engineering, York University – Toronto, ON*

Relevant Coursework: Data Structures, Algorithms, Software Engineering, Database Management Systems, Embedded Systems, Web Development, Computer Networks

SKILLS

* Programming Languages: Proficient in Kotlin, C#, Python, C++
* Databases: PostgreSQL, MySQL, Firebase
* Tools & Technologies: Git, AWS, TensorFlow
* Operating Systems: Windows, Linux

WORK EXPERIENCE

**Software Developer** 2023-Present

*Strategy Industries – Toronto, ON*

* Developed a cross-platform Mobile AR app with a Python server backend, using Redis and NoSQL Environment: C#, Python, NoSQL, Flask, Unity3D, Redis
* Collaborate with a multidisciplinary team to design and implement features

**Internship - Software Developer**  2017-2018

*Shapetrace Web & Mobile Agency – Toronto, ON*

* Collaborated with a team of developers to design and implement computer vision algorithms
* Developed a tool to recognize garments using computer vision techniques.
* Created a Python script to convert unstructured data into a machine-readable file
* Designed and implemented a way to align virtual geometry with building topography to successfully eliminate drift in mixed-reality applications.
* Developed a strategy for using 3d topography to improve mixed reality object alignment in flagship apps.
* Awarded a patent: depth camera 3D pose estimation using 3D CAD models

REFERENCES

Available upon request