Michael Banna

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EDUCATION

Polytechnique Montréal — Montréal, QC
Bachelor of Engineering in Software Engineering — *Aug. 2021 – May 2025*

The University of British Columbia — Vancouver, BC
Exchange Semester — *Sep. 2023 – Dec. 2023*

EXPERIENCE

Software Developer Intern — Sep. 2024 – Dec. 2024
Genetec Inc. — *Montréal, QC*
- Contribute to the development and maintenance of web applications using Angular, TypeScript and C# for Genetec's flagship security product.
- Implement and test new features through unit and end-to-end testing, using virtual machines for proprietary software and leveraging telemetry analytics.
- Track project progress and manage tasks using TFS boards to ensure timely delivery and alignment with team goals, improving the overall UX and driving higher customer retention and onboarding rates for the new platform.

Development Lead — Jan. 2024 – Present
Hamol Cosmetics — *Remote*
- Lead the migration of the company's website to a headless Shopify storefront, utilizing React and Shopify Hydrogen to modernize the infrastructure and enhance online consumer engagement.
- Develop modern informational pages and integrating advanced e-commerce functionalities to support rebranding initiatives and international market expansion.
- Implement best practices in software development and project management to guide the team through critical development phases.

Web Developer Intern — June 2023 – Dec. 2023
Fastercom Inc. — *Montréal, QC*
- Developed and enhanced features for an online vehicle fleet management and optimization platform using React and TypeScript, significantly improving functionality and user experience.
- Optimized development processes and enhance code efficiency, resulting in faster loading times and smoother performance.
- Collaborated closely with a cross-functional team of software developers and project managers to provide innovative solutions to optimize the platform's performance and successfully meet project goals.

PROJECTS

Concert Video Organizer iOS App | *Swift, SwiftUI, SwiftData, AVFoundation, ShazamKit* | ⌂ — June 2024
- Developed an iOS app for efficient organization and labeling of concert videos, ensuring a responsive and user-friendly experience across all iOS devices.
- Implemented SwiftData to manage storage, enabling users to filter and sort videos by artist, tour, date, city, and venue.
- Integrated a custom video player with Picture-in-Picture and ShazamKit for automatic song detection, enhancing video labeling.

Find The Difference Game | *Electron, Flutter, Node.js, Express, MongoDB, Firebase* | ⌂ — April 2024
- Developed a multi-platform Desktop/Android online multiplayer image comparison game with seamless cross-play.
- Established game match data persistence using MongoDB and user authentication and notifications using Firebase
- Implemented a breadth-first search algorithm to detect differences within an interactive drawing canvas.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, SQL, Python, Swift, Dart, C, C++, C#
Frameworks: Node.js, React, Angular, Svelte, Astro, Flask, Tailwind, SwiftUI, Flutter
Libraries: Jest, Mocha, Chai, Karma, Espresso, Storybook, Express, Socket.IO, Gradle
Tools: VS Code, Visual Studio, Xcode, Docker, WireShark, Figma, Adobe Creative Cloud, Affinity Suite