

# Michael Banna

(514) 961-3636 | [michael@banna.dev](mailto:michael@banna.dev) | [banna.dev](https://banna.dev)

## EDUCATION

---

### Polytechnique Montréal

*Bachelor of Engineering in Software Engineering*

Montréal, QC

Aug. 2021 – May 2025

### The University of British Columbia

*Exchange Semester*

Vancouver, BC

Sep. 2023 – Dec. 2023

### Collège Stanislas

*French Baccalaureate in Computer Science, Mathematics, Physics and Chemistry*

Montréal, QC

Aug. 2018 – May 2021

## PROJECTS

---

### Find The Difference Game | TypeScript, Angular, Node.js, Express, MongoDB

January 2023 – April 2023

- Designed a dynamic web app based on a Node.js/Express server and an Angular client using Material UI elements
- Implemented multiplayer game functionality using Socket.IO and deployed on GitLab Pages and AWS
- Established data persistence for games and matches using a MongoDB database
- Developed a game creation system which provides drawing tools for image manipulation and uses a breadth-first search algorithm to detect the differences between two images

### Music Streaming Service | JavaScript, React, Node.js, Express, MongoDB

September 2022 - November 2022

- Designed an intuitive Spotify-inspired song and playlist browsing UI with variable widths for different devices
- Built functional music player controls as well as a playlist editor using dynamic React components
- Implemented data persistence using a MongoDB database accessed through Express routes
- Evaluated functionality using thorough unit tests with e2e and Jest

### Chess Game | C++, Qt

March 2022 – May 2022

- Developed a fully playable chess game using object-oriented programming principles
- Implemented an end-of-game scenario select screen in order to more easily showcase checkmate functionality
- Used Qt as a graphical user interface framework with various icons and text indicators

## EXPERIENCE

---

### Web Developer Intern

June 2023 – Present

*Fastercom Inc.*

Montréal, QC

- Developed and enhanced features for an online vehicle fleet management and optimization platform using React and TypeScript, resulting in improved functionality and user experience
- Utilized various libraries including Storybook, Chakra and Lodash to streamline development processes and improve code efficiency, resulting in faster loading times and smoother performance
- Collaborated closely with a team of software developers, project managers, and fellow interns to identify and address challenges, finding innovative solutions to optimize the platform's performance and meet project goals effectively

### Laboratory Technician

September 2022 – August 2023

*Jean Coutu Pharmacy*

Montréal, QC

- Cooperates with a team of technicians and pharmacists to fulfill prescriptions and ordinances in a fast-paced high-volume environment
- Manages patient files using proprietary software to administer or verify prescription renewals, add insurance benefits and enter other personal information
- Prepares medication including narcotics and controlled substances, and assembles magistral medicine with precision and care

## TECHNICAL SKILLS

---

**Languages:** Python, C/C++, HTML/CSS, JavaScript, TypeScript, Java, SQL

**Frameworks:** Node.js, React, Angular, Svelte/SvelteKit, Flask, TailwindCSS, ChakraUI

**Libraries:** Jest, Mocha, Chai, Karma, Storybook, Express, Socket.IO, pandas, Jupyter, Gradle

**Developer Tools:** Git, MongoDB, VS Code, Visual Studio, IntelliJ IDEA, Android Studio, PostgreSQL, AWS, Azure

**Design Tools:** Figma, Adobe Creative Cloud, Affinity Suite