

# Sheikh Saad Abdullah

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## Profile

Adaptable and enthusiastic Computer Science recent grad with expertise in Python, JavaScript, Git, Linux, and various standard tools and technologies. Completed two co-op internships in the software development industry and proactively engaged in creating open-source software projects, showcasing a commitment to continuous learning and creative problem-solving. Highly interested in DevOps and Cloud, currently looking to apply acquired skills in a new work environment.

## Education

### Saint Mary's University

Halifax, Nova Scotia

Bachelor of Science in Computing Science

Graduation: Jan 2025

**Notable Courses:** Artificial Intelligence, Data Structures and Algorithms, Software Engineering, Systems Security

## Experience

### ReelData AI

Halifax, Nova Scotia

Junior Software Developer (co-op)

Sept 2023 - Dec 2023

- Developed Python module to annotate videos with metadata consumed from Apache Kafka topics using GStreamer pipelines, allowing farm operators to view video stream details via dashboard
- Collaborated with a dynamic remote-first Agile team on ReelAppetite, a flagship product, implementing key features according to client requirements
- Implemented features using test-driven development by creating unit and integration tests to be run in the CI/CD pipeline, validating expected processor workflow
- Augmented stream processor in development to standardize environment variable names to avoid conflicts
- Researched porting Docker container from x86 to ARM (Nvidia Jetson) to run processor locally as edge application

### Sensor Technology LTD (COVE)

Dartmouth, Nova Scotia

Research Intern (co-op)

May 2023 - Aug 2023

- Developed Python script for audio generation, playback, and logging, to test underwater acoustic projectors in-house
- Configured Raspberry Pi systems with Linux to develop and test the Acoustic Projector Control and Logging System
- Implemented module to connect to private Signal K server and utilize its API to effectively retrieve sensor data
- Created a framework for logging data from sensors, consuming it via API calls, and storing it in an SQLite database

## Projects

**Resumake** ([github.com/cybardev/resumake](https://github.com/cybardev/resumake)) Programmatic resume generator published to pkg.go.dev and Dockerhub - built and deployed using GitHub Actions CI/CD workflow. Deployed to Microsoft Azure as a publicly available Azure Container App. **[Go, Docker, CI/CD, Azure, Python, Shell Script]**

**Noctrun** ([github.com/cybardev/Noctrun](https://github.com/cybardev/Noctrun)) 2D side-scrolling endless runner game featuring the ghosts of Bengal, made in Unity using C# scripts. Built for Windows, Mac, Linux, and Desktop Web browsers. **[C#, Unity, Game Development]**

**Pyrefly Nix Package** ([github.com/cybardev/nixpkgs](https://github.com/cybardev/nixpkgs)) Packaged Facebook's new Python type checker ([github.com/facebook/pyrefly](https://github.com/facebook/pyrefly)) for Nixpkgs ([github.com/NixOS/nixpkgs](https://github.com/NixOS/nixpkgs)), making it available to 10,000+ Nix users. **[Nix, Rust, Python, Build Systems]**

## Skills

**Technologies:** Python, Go, Nix, Docker, Git, NodeJS, ExpressJS, Mongo, MySQL, Excel, JavaScript, Java, C#, C/C++

**Interests:** Linux, Open-source, Shell Scripting, Automation, Cloud, CI/CD, DevOps, Agile Development, Data Analytics