Sheikh Saad Abdullah

- cybar.dev
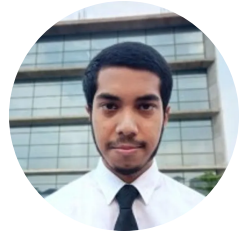- sheikh@cybar.dev
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EDUCATION

Bachelor of Science in Computing Science
Saint Mary's University
Sep 2020 – present | Halifax, NS

Courses: Software Engineering, Mobile App Development, Data Structures and Algorithms

SKILLS

Programming Languages
Python, Shell Script, HTML, CSS, JavaScript, Java, Ruby

Technologies
Microsoft Office, Linux, Git, Node, Express, MongoDB, jQuery, Bootstrap

PROFESSIONAL EXPERIENCE

Computer Science Tutor   Oct 2020 – Apr 2022 | Halifax, NS
Saint Mary's University Students' Association

- Explained fundamentals of programming in Python and Java
- Assisted in understanding complex concepts, overcoming student's learning disability
- Helped achieve an increase of over 40% in assigned coursework scores

PROJECTS

Cutefetch   Feb 2021 – present
POSIX fetch utility

- Scripted a CLI (command-line interface) program to collect and display system information in the terminal
- Used POSIX shell syntax for wide compatibility across all major Linux distributions
- Allows Linux and other Unix enthusiasts to showcase their devices and setups in an aesthetic way in screenshots
- Features cute animals to brighten up the screen

Blog Webapp with Custom CMS   Jan 2022 – Apr 2022
Northwood Care, Halifax, NS

- Served as the project manager in a team of 4 peers for our Mobile App Development course
- Designed a workflow for continuous integration and deployment using GitHub Actions to automate releases
- Built a 3-page blog website as well as a custom CMS (content management system) admin page
- Created an accessible on-screen keyboard to accommodate the client's typing difficulties caused by Cerebral Palsy
- Implemented the blog as a full-stack webapp using Bootstrap, jQuery, AlpineJS, Node, Express, and MongoDB
- Enforced CRUD standards to efficiently handle database operations

K'we - Language Learning Game   Sep 2021 – Jan 2022
Eskasoni Immersion School, Halifax, NS

- Teamed up with 5 peers as part of our Software Engineering course
- Managed the codebase in an organizational GitHub repository created for the project for continuous integration
- Built a game using Ren'Py and Unity that children from grades 2 to 5 played at school
- Enhanced the children's experience with learning the Mi'kmaq language