

# Sheikh Saad Abdullah

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## Profile

Adaptable and enthusiastic Computer Science major 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 computing, currently looking to apply acquired skills in a new work environment.

## Education

### **Saint Mary's University**

*Bachelor of Science in Computing Science*

**Halifax, Nova Scotia**

*Graduation: May 2025*

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

## Experience

### **ReelData AI**

*Junior Software Developer (co-op)*

**Halifax, Nova Scotia**

*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)**

*Research Intern (co-op)*

**Dartmouth, Nova Scotia**

*May 2023 - Aug 2023*

- Developed Python script for audio generation, playback, and logging, allowing in-house testing of underwater acoustic projectors
- 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 PyPI and DockerHub, built and deployed using GitHub Actions CI/CD workflow for easy installation and usage. **[Python, Docker, CI/CD]**

**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]**

**yt.py** ([github.com/cybardev/ytpy](https://github.com/cybardev/ytpy)) YouTube media player that uses web scraping techniques to play media from YouTube without the YouTube API. Also translated to Go ([github.com/cybardev/ytgo](https://github.com/cybardev/ytgo)) **[Python, Go, Web Scraping, CLI Development]**

## Skills

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

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