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) 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) 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) 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) **[Python, Go, Web Scraping, CLI]**

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