

Sheikh Saad Abdullah

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Skills & Interests

Skills: Python, HTML, CSS, Bootstrap, JavaScript, jQuery, ReactJS, NodeJS, ExpressJS, MongoDB, Java, C/C++, Git

Interests: Linux, Open-source, Shell Scripting, Automation, Cloud, Front-end Web Development, Data Analytics

Work Experience

Sensor Technology LTD (COVE)

Dartmouth, Nova Scotia

Research Intern

May 2023 - Aug 2023

- Configured Raspberry Pi SBCs with OpenPlotter Marine OS for the purpose of developing and testing the Acoustic Projector Control and Logging System
- Developed Python script for generation and playback of audio files from given wavelength and duration
- Implemented Python module to connect to private Signal K server and utilize its API to effectively retrieve sensor data
- Created a script for logging data from sensors, consuming it via API calls, and storing it in an SQLite database

Project Experience

Cy | Search - Search Engine Frontend

<https://search.cybar.dev>

Full-stack Developer

Jan 2022 - Apr 2022

- Designed a search engine frontend that uses NodeJS functions to request and fetch search results from a public API
- Successfully displayed the fetched results in a clear and concise format
- Secured the API key by encrypting it as a repository secret and using code obfuscation techniques
- Implemented progressive web app functionality to allow users to install it as an app

Accessible Blog with CMS

Northwood Care, Halifax, Nova Scotia

Full-stack Developer

Jan 2022 - Apr 2022

- Collaborated with a team of 4 developers to create an accessible blog website with custom CMS and an on-screen keyboard for a client with cerebral palsy
- Implemented both front-end and back-end using modern web technologies like Bootstrap, Alpine, Express, Mongo
- Designed a workflow for continuous integration and deployment using GitHub Actions to automate releases
- Successfully led the project's development and completion within 4 months, meeting all deadlines and specifications

K'we - Mi'kmaq Language Learning Game

Eskasoni Immersion School, Eskasoni, Nova Scotia

Game Designer, Developer

Sep 2021 - Jan 2022

- Collaborated with a team of 5 developers to design and develop an open-source educational video game for kids in grades 2-5, helping them learn the Mi'kmaq language
- Successfully created engaging and age-appropriate content that was well-received by the target audience
- Enforced the Waterfall model of SDLC, ensuring high quality, thorough documentation, and debugging at every step
- Managed the development process from start to finish, delivering the completed product within strict deadlines

Education

Saint Mary's University

Halifax, Nova Scotia

Bachelor of Science in Computing Science

Expected Graduation Date: Dec 2024

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