Emad Ahmad

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| Education | University of Toronto Mississauga, ON  BHSc in Computer Science, Statistics Sep 2019 – Present |
| Projects | **Python Image Editor**  Implemented a fully functioning image editing program implementing functions of the module PILLOW. Used PYTHON to access the pixels of an image and to create over 20 individual image filters  **Interactive Treemap Visualizer**  Implemented a geometric tree visualization algorithm using PYTHON. Designed to interact with real-world data such as the World-Bank API. Involved debugging contents of dictionaries obtained in JSON format.  **Python Gaming UI**  Used PYTHON and GIT to create an algorithm that determines the better between 2 players by statistical analysis obtained from Gaming API’s such as Call of Duty, Fortnite, and more using agile frameworks like scrum.  **Onitama GUI Game**  Used JAVA and GIT to create a fully functioning Onitama GUI. Used agile frameworks like scrum to experience work environment situations. Demonstrated strong object oriented programming skills through the rude of design patterns.  **Stream Gaming Market**  Used JAVA and GIT to implement a similar gaming marketplace like Steam for users to buy and sell game. Used agile frameworks like scrum to experience work environment situation. |
| Skills | R, Python, Java, , HTML, CSS, Pycharm, Intellij, R, , Git, R Studio, Pygame, Pillow, Panda |