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#### in george-girgis

Ottawa, ON

# **George Girgis**

# **Education**

Carleton University 2019 – 2024

Bachelor of Computer Science: Computer and Internet Security Stream

Concentration: Co-op program

Availability: 4-8 months Current Overall CGPA: 10.75/12 Current Major CGPA: 10.54/12

## **Highlight of Qualifications**

> Technical languages: C++, C, Python Java and JavaScript

- > Programming paradigm: OOP (Polymorphism, Inheritance, and Encapsulation)
- > Data Engineering & Cloud: AZURE, ARO/OCP (PaaS/On-Prem), S2I, PostgreSQL, Knative
- > Framework & Libraries: Flask, Qt, Quarkus, Angular, Node.js, Apache Kafka, Bootstrap
- > Analytics & Project Mgmt: Maven, JFrog, Git, Agile/Retro/Scrum (Microsoft Teams, Jira, Confluence), Excel

#### **Work Experience**

#### IT Programmer Analyst (full time) at CRA, Ottawa ON

Sep 2021 - Apr 2022

- > Cleaned up the backend microservices code on 6 files
- > Documented ePayroll Simulation Environment to explain the user's interface experience of the Azure Red Hat OpenShift (ARO) and OpenShift Container Platform (OCP) environments
- > Designed the front-end on 14 files of the Event Driven Architecture (EDA) ePayroll PoC Project and uploaded the project to Gitea
- > Conducted research on 4 new emerging technologies applicable to ePayroll project
- > Created a Virtual Machine (VM) on AZURE ePayroll using Command Line Interface (CLI)
- > Used serverless to redeploy all knative services in the ARO cluster to compare it to regular microservices deployment
- > Worked in collaboration with cross teams on multiple tasks

# Sales Associate (part time) at RW & Co, Ottawa, ON

Jan 2020 - Aug 2021

- > Maintained inventory room with great efficiency
- > Greeted customers warmly, offered assistance and informed them about latest store promotions
- > Helped customers by actively engaging in discussions about their needs and products that fit them

# Compulite Inc (Co-op program), Ottawa, ON

Feb - Jul 2019

- > Managed to set up clients' computers and workstations off site with great efficiency
- > Organized and managed inventory stocks
- > Installed windows 10 as well as any missing software programs on clients' computers

## Intern at Nokia (Future Tech Program), Ottawa, ON

Jul - Aug 2018

- > Devised and documented 15 different platform sizing models to greatly simplify the created customer proposals
- > Upgraded complex Big Data and Analytic product meeting deadlines
- > Researched various technologies to meet currently unsatisfied market demands

## Digitera Marketing (Co-op program), Ottawa, ON

Feb - Jun 2018

- > Created basic apps like calculator and food menus using Android Studio
- > Revamped the old version of the night club disco app using Android Studio
- > Added photo-shopped background color designs to the night club disco app



Oasis Pro Simulator

> Led a team to create a portable, easy-to-understand GUI built Oasis Pro Device Digital Simulator using QT with C++

#### **SQLite Grades Web Interface Database**

Apr 2022

Apr 2022

> Created a database to store students' grades, used Python Flask to implement CRUD (Create, Update, Remove, Delete) operations on the web-interface and sessions to keep track of logged in/registered accounts

# Website Development & Design

Jan 2022

> Created and designed a website using HyperText Markup Language (HTML), JavaScript (JS), Bootstrap and Cascade Style Sheets (CSS). Additionally, used Adobe Photo-shop to add animated images on the website

Store / Warehouse Dec 2021

> Programmed an inventory system for a store using C++ in a UNIX environment. Applied Object-Oriented Programming (OOP), such as multiple inheritance, polymorphism, encapsulation and abstraction to increase scalablity, robustness and flexibility of the software. Additionally, implemented data structures, such as linked list, arrays, and created a high level UML Diagram of the finished application

# **AutoPark Inventory**

Jul 2020

> Completed an auto park assignment in Java using Object-Oriented Programming

# Minesweeper game

Mar 2020

> Programmed a minesweeper text-based version game using Python. Implemented tools such as functions, nested and regular for loops, print statements, conditional statements, and recursion