

Firas El-Ezzi

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EDUCATION

Carleton University

Bachelors of Software Engineering

Ottawa, ON

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PROJECTS

Exploration Game | *Java*

- * Player can navigate to different in-game locations
- * Implemented various commands, including take item, drop item, charge, shoot, back, stackBack, and eat.
- * Utilized Object-Oriented Programming principles
- * Employed inheritance between classes to promote code reuse
- * Created a hierarchical structure of related classes to enhance organization and maintainability.

Google Books Sorting UI | *Python*

- * Designed a console text-based user interface for a book management system
- * Enables users to Analyze, sort, and manipulate a collection of books.
- * Perform actions like adding and removing books based on various characteristics such as ratings, titles, authors, and publishers.
- * Developed using fundamental programming constructs
- * Designed with a user-friendly approach.

Tic Tac Toe | *Java, GUI, Swing*

- * Developed a Java-based Tic Tac Toe game with an interactive GUI using Swing.
- * Implemented features such as Reset Score, Reset Game, and Quit options for enhanced user experience.
- * Designed a leaderboard functionality to keep track of individual scores, including tied games.
- * Incorporated audio cues to provide feedback and enhance the gaming experience.
- * Utilized event handling to respond to button clicks on the game board.
- * Ensured an engaging user interface that enhances the gameplay and user satisfaction.
- * Demonstrated proficiency in Java programming and graphical user interface (GUI) development.
- * Showcased problem-solving skills by creating a functional and user-friendly game application.

Translator | *Python, Tkinter,*

- * Developed a Python-based translation application using Tkinter, offering an intuitive and user-friendly interface for language conversion.
- * Implemented language conversion functionalities, enabling users to seamlessly translate English text into various languages, including French, Spanish, German, and Simplified Chinese, etc.
- * Used the capabilities of the GoogleTrans library and the Google Translate API to provide the application with powerful translation capabilities.

Uno Flip | *Java, GUI, Swing*

- * Developed a Java-based UnoFlip game with a user-friendly graphical user interface (GUI) for an engaging user experience.
- * Implemented core Uno Flip game mechanics incorporating both Dark and Light side to enhance gameplay dynamics.
- * Implemented design patterns and object-oriented principles for clean, extensible code architecture.
- * Developed AI capabilities, enabling users to play against a customizable number of AI opponents.
- * Developed extra features such as Undo Move, Redo Move(Serialize and Deserialize) and Restart game for players in order to enhance game-play and enjoyability.

TECHNICAL SKILLS

Languages: Java, Python, C, Go, JavaScript, HTML, CSS

Frameworks: Git, JUnit, Swing, Tkinter, GitHub, SQL, Maven

Developer Tools: Linux, VSCode, PyCharm, IntelliJ, CLion

Libraries: NumPy, Matplotlib

Skills: Data Structures and Algorithms, Embedded Systems Coding (C), Problem Solving, Software Testing, OOP, Operating Systems