

# FRANCIS AYYAD

SCARBOROUGH, ONTARIO

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## SUMMARY OF QUALIFICATIONS

- Knowledge in Python, C, Java, Assembly and hardware and software design utilized to create programs in an academic and personal context.
- Strong communication skills developed by teaching a class of 6 high school students Math and English as part of a high-school program intended to teach underprivileged students.
- Profound understanding of computer hardware and processors through the completion of a university course on computer organization.
- Exceptional leader and team player by developing and managing two high school engineering projects, which includes the development of a spring powered car and a fingerprint door lock.
- Excellent organizational and multitasking skills demonstrated through a great record of academic success.
- Great experience in adapting to different work environments achieved through numerous volunteer and internship experiences in many different sectors.

## EDUCATION

Honors Bachelor of Science (Coop) 2021-2025

University of Toronto Scarborough, Scarborough, ON.

- Computer Science Co-op (Software Engineering Stream)
- Cumulative GPA: 3.2/4
- Awards: University of Toronto Entrance Scholarship

## WORK EXPERIENCE

**Summer Intern**, Bank El Etihad – Amman, Jordan June 2020 – July 2020

- Streamlined the operational workflows at the IT department help desk.
- Played an active role in linking the IT help desk to the core banking system.
- Contributed to the creation of the IT help desk's Key Performance Indicators.

**Volunteer Teacher**, King's Academy – Jordan Winter 2020 – Spring 2021

- Appointed to teach a class of 6 students Computer Science and Math, as a reflection of my competence in the subject as well as my leadership and coaching capabilities.
- Worked with teachers to automate their lesson plans enabling me to utilize and strengthen key analytical and planning skills.
- Outspoken team player that incorporates students into a discussion-based class in an immersive learning environment.

## PROJECTS

**Car Racer** August 2022

- Designed and developed a fully functioning car racer game with numerous features using Assembly.

**Music Sequencer** May 2022

- Implemented the data storage component of a mini music sequencer while allowing the user to manipulate musical notes using binary search trees.

**Movie Database** December 2021

- Crafted a database that collects, designs and stores movies using linked lists.

**Highschool Engineering Project Leader** Fall 2020 – Spring 2021

- Successfully lead two separate teams in the completion and delivery of two high school engineering projects: the creation of a spring powered car and a fingerprint door lock.
- Received first place for the car project which was based on accuracy, design, and functionality.
- Identified and utilized all required project management tools and resources to plan and deliver projects on time and within scope.