

define main:

```
print <<<HEADER
```

IBRAHIM "IB" SIKIRU

Software Developer and Keen Learner

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<https://iamtheib.me>

## **HEADER**

```
print <<<EDUCATION
```

### **Bachelor of Computer Science**

September 2012 - Present

*Carleton University, Canada*

\* Deans' Honour List (2013, 2014 and 2015)

\* Expected Graduation Date: June 2017

## **EDUCATION**

```
print <<<TECHNICAL_INFORMATION
```

\* Recently used programming languages

- High proficiency: JavaScript, Java, C#

- Working proficiency: Python, PHP

\* Recently used programming platforms/frameworks:

- High proficiency: Node.js, Express, AngularJS 1, Phonegap/Cordova

- Working proficiency: Android, React-Native

\* Familiar programming languages: Go, C++, C, Lisp(Scheme), Prolog

\* Personal computing on a Linux machine, with daily experience with shell scripting

\* Working experience with Windows and Mac operating systems

## **TECHNICAL\_INFORMATION**

```
print <<<EXTRA_CURRICULAR_ACTIVITIES
```

\* Experimentation with Raspberry Pi

\* Member of online programming platforms, for the practice and application of computer science concepts, by solving coding challenges

\* Developing websites for friends and family members

\* Tennis (Table and Lawn)

## **EXTRA\_CURRICULAR\_ACTIVITIES**

**print <<<WORK\_EXPERIENCE**

**Software Developer, Intern**

May 2015 - August 2016

*Nureva Inc, Canada*

- \* Was part of an agile development team that improved the user experience of Nureva Troove, a cloud-based digital portfolio management software for K-12 students
- \* Became part of a bigger development team that worked on Nureva Span, a product which combines a panoramic projector system with a cloud-based service to provide an expansive virtual canvas where teams can share and iterate ideas
- \* Created a 'proof of concept', multi-user, audio/video calling, web application, using WebRTC
- \* Programmed with PHP, ASP.NET, C#, AngularJS

**Teaching Assistant**

September 2016 - Present

September 2014 - April 2015

*Carleton University, Canada*

*School of Computer Science*

*School of Mathematics and Statistics*

- \* Familiarized students with problem solving in computer science
- \* Guided and assisted students in understanding course material and assignments

**WORK\_EXPERIENCE**