Ibrahim Ellahi

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Education

University of Toronto Mississauga, ON
Honours Bachelor of Science in Computer Science *Sept. 2023 – May 2028*

Skills

Languages & Frameworks: Java, Python, Assembly, SQL (Postgres), JavaScript, HTML5. CSS3, React, Node.js, Tailwind CSS, Express.js, C, Bash
Developer Tools: Git, Linux, VS Code, PyCharm, IntelliJ
Technical Knowledge: Data Structures, Run-time Analysis, Agile Workflow, Debugging, Algorithms, Databases, Software Design, REST APIs

Experience

Software Developer Feb 2024 – Feb 2024
DeerHacks 2024, University of Toronto *Mississauga, ON*

- Led a team to develop an online video chat application using Python, Pygame, Sockets, and OpenCV, delivering a functional prototype within 36 hours.
- Managed task delegation and timelines, ensuring successful project delivery under strict deadlines.
- Implemented agile methodologies, enhancing team productivity and communication.

Programming Tutor Mar 2022 – May 2022
Freelance *Remote*

- Provided personalized instruction in JavaScript and Python, improving student proficiency.
- Designed interactive lesson plans tailored to individual learning goals, increasing student engagement.
- Created hands-on coding exercises to solidify understanding of programming concepts.

Projects

Matrimony Site | *Tailwind CSS, ReactJS, Node.js, Express.js, PostgreSQL* Aug 2024 – Aug 2024

- Designed and developed responsive user profiles and a signup page using Tailwind CSS and ReactJS, creating a seamless and visually appealing interface.
- Built a REST API with Node.js and Express.js, integrated with PostgreSQL, enabling efficient and scalable data handling.
- Applied UX design principles to enhance site navigation, improving user satisfaction and engagement.

File System Treemap | *Python, Pygame, Data Structures* Mar 2024 – Mar 2024

- Developed an interactive directory treemap visualizer using Python and Pygame, improving users' understanding of file system hierarchies.
- Implemented a recursive tree structure to dynamically visualize file sizes and contents, offering intuitive representations of complex directories.
- Enhanced user interaction with color coding and path representations, providing immediate visual feedback on file and folder sizes.

GPS | *Python, Pygame, SQLite, Matplotlib* Jan 2022 – Jan 2022

- Engineered a pathfinding simulator in Python to visualize custom node maps, enabling evaluation of algorithm effectiveness.
- Constructed a secure SQLite database for managing profiles, ensuring reliable and scalable data storage.
- Enhanced user interface accessibility and data visualization by leveraging Pygame and Matplotlib.