



# SAMI IBRAHIM

Junior Software Engineer

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LinkedIn

GitHub

Potrfolio Website

## SKILLS

**Programming:** Python, Java, C++, C#, JavaScript, HTML, Kotlin and SQL.

**Object oriented programming, front end development with React.JS**

## EDUCATION

**BACHELOR OF COMPUTER SCIENCE**  
2020-2023

Concordia University – Montreal  
Graduated with Distinction

**BACHELOR OF ECONOMICS, BUSINESS ADMINISTRATION AND MARKETING**  
2014-2018

Tishreen University - Lattakia

## LANGUAGES

**English:** Proficient

**Arabic:** Mother Tongue

**German:** Beginner

## TOOLS

**IDEs and environments:** Visual Studio Code, Eclipse, PyCharm.  
Linux, MacOS, Windows

**Project Management:** Git, GitHub, GitLab.

**Other:** Davinci Resolve, Unity, Android Studio

## PROFILE

I am a recent Computer Science graduate from Concordia University, eager to tackle new challenges and advance my software engineering skills in a full-time role.

Throughout my academic career, I have had to develop code in teams at many different occasions. Through these projects, I have practiced the AGILE methodology. I thrive in teams and take on full ownership of my part on each project I work for.

## INDUSTRY EXPERIENCE

**Software Engineering Intern**

January 2022– June 2022

**Zetane Systems Inc. Montreal, Quebec**

- Helped design, implement, ship, and support software features, ensuring that deliverables were stable and well-tested.
- Improved front-end features by adding components and industry standard styling.
- Developed Google Analytics 4 functionalities.
- Increased Search Engine Optimization (SEO) scores from 65% to 100%.

## PAST PROJECTS

**AI Face Mask Detector: GitHub**

- Implemented a Deep Learning Convolutional Neural Network (CNN) using Python and trained it to detect whether a person is wearing a face mask or not, as well as the type of mask that is being worn.

**Serial Cleaners 3D Game: GitHub**

- 3D multiplayer game built in Unity using C#
- Idea: Two players work together to clean a crime scene left behind by a serial killer. Their goal is to leave the crime scene squeaky clean in the shortest time possible before the next residents arrive.

**Halloween fighters 2.5D Game: Gameplay**

- Idea: 2.5D variation of Sunset Riders game built in Unity using C#. In this variation, rather than being set in beautiful sunset from the old west, the game takes place in a scary haunted manor.

**Battleship Game: GitHub**

- Used Java to build a version of the game of Battleship against the computer. This version of the game is played on a single 8 by 8 grids.

**Rentrack Data base: GitHub**

- Designed a relational database using SQL to help streamline the process of managing customers, employees, reservations, invoices, and payments of truck renting company.