Ahmed Ismail

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Education

Carleton University

Sep. 2022 - April 2027

Bachelor of Engineering (B.Eng.), Computer Systems Engineering, 3rd Year

Ottawa, Canada

- GPA: 3.7/4.0
- Featured on Dean's list for the 2022/2023 school year
- Relevant coursework: Data Structures & Algorithms, O-O Programming, Real-Time Systems, Operating Systems

Technical Skills

Languages: Python, Java, C/C++, HTML5, CSS, JavaScript, Bash, Assembly, SQL

Developer Tools: VS Code, Microsoft Office, VirtualBox, MATLAB, Eclipse, JIRA, Confluence, Postman, AWS Technologies/Frameworks: Linux, Windows, macOS, PHP, Splunk, Git, Mercurial, Flask, Jenkins, Docker

Experience

Nokia Software Development Intern January 2025 - August 2025

Ottawa, Canada

- Designed an object-oriented **Python** library using **Selenium** to interface with optical equipment under test, reducing manual testing time by **20%** for **80+ developers**
- Streamlined network element (NE) communication with a $\mathbf{RESTful}\ \mathbf{API}$, improving connection speeds by $\mathbf{40\%}$
- Developed data visualization and AI/ML-driven insights using Splunk, accomplishing a 30% improvement in big data analysis efficiency across the R&D lifecycle
- Collaborated in an Agile environment using Git, Linux, and VMware for development and virtualization

Faculty of Engineering & Design - Carleton University

September 2024 – December 2024

Teaching Assistant - Computation & Programming, and Data Management

Ottawa, Canada

- Led weekly lab sessions, explaining key concepts and offering guidance on programming assignments
- Provided one-on-one assistance to students struggling with **Python** programming
- Graded coding assignments and provided constructive feedback to students utilizing rubrics to ensure fair grading

Best Buy Canada

September 2023 - September 2024

Computing Solutions Advisor

Ottawa, Canada

- Excelling at providing personalized guidance, ensuring customers make informed purchasing decisions
- Averaged \$100,000 in monthly sales, ensuring strong financial performance under strict deadlines

Projects

Inventory & Teleportation Game Odyssey | Java, BlueJ

March 2024

- Developed a 2D single-player game with diverse rooms and interactable items, resulting in an engaging user experience
- Utilized inheritance to establish hierarchical relationships between classes, reducing code redundancy by 30%
- Implemented encapsulation to safeguard internal implementation details, enhancing system robustness
- Applied **polymorphism** to allow objects of different classes to be treated interchangeably

32 Bit Arm Processor Assembly | Assembly, Logisim

March 2024

- Engineered a 32-bit ARM processor capable of interacting with I/O devices, FSM, and main memory
- Modified PC fetching instructions to save one clock cycle, allowing for a 45% increase in the efficiency of Load/Store instructions, 35% in ALU instructions and 15% in Control Flow instructions

Text-based Social Media Platform | C, VSCode

November 2023

- Designed a platform capable of maintaining up to thousands of users utilizing linked lists
- Proficiently utilized pointers for dynamic memory management resulting in a 20% reduction in memory usage
- Manipulated data structures such as queues, stacks and structures; improving program efficiency by 30%

Automated Text-file Filtration System – Project Leader | Python, Wing

March 2023

- Developed an automated complex algorithm to filter through large datasets and output relevant data trends
- · Utilized dictionaries, loops, and error handling to analyze text data from text files
- Implemented error handling mechanisms through try and except statements; reducing runtime errors by 50%
- Utilized the Matplotlib and NumPy libraries for generating graphical visualizations