






Karim Gheriani

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EDUCATION

BASc in Software Engineering (COOP), University of Ottawa
Current cGPA of 9.31/10

09/2020 – 12/2024 | Ottawa, Canada

PROFESSIONAL EXPERIENCE

DistillerSR

Front-End Software Developer

09/2023 – 04/2024 | Ottawa, Canada

- Developed new web application features for a literature review software using **React + TypeScript** for over **thousands** of users.
- Improved code quality by implementing automated testing with **Jest** for **React**.
- Resolved **12+** customer complaints related to feature functionality and usability, improving user experience.
- Optimized front-end performance, leading to a **75% reduction** in upload times.

Back-End Software developer

05/2024 – 09/2024 | Ottawa, Canada

- Developed and maintained back-end features using **Laravel PHP**, improving server response times by **35%**.
- Integrated automated testing with **PHPUnit**, ensuring reliable back-end code quality.
- Pre-processed text data, sent it to an **LLM** endpoint, and post-processed the returned data for seamless integration into the application.
- Created and optimized route endpoints for API calls, enhancing data retrieval and application performance.

Telepin Software, Software Developer

09/2022 – 12/2022 | Ottawa, Canada

- Enhanced functionality for a financial mobile app using **Angular14**, benefiting thousands of users.
- Maintained high code standards by using **testing procedures** such as using **Karma** and **Jasmine**.
- Identified and resolved **8 critical bugs**, enhancing overall user experience and app reliability.

Transport Canada, Validation Analyst

01/2022 – 04/2022 | Ottawa, Ontario

- Collaborated with the Transportation of Dangerous Goods team, validating extensive accident data utilizing Microsoft Excel, SAS EG and **Python**.

PROJECTS

Video Game Ecommerce Store

- Created a fully responsive website that sells Video Games. Everything is functional up until the part of receiving the Video Game and paying for it. Built using **React, JavaScript, HTML and CSS**, best practices.

Catch the Mouse Game

- Created a game with the purpose of catching the mouse before it escapes.
- Built using **Java Object Oriented Programming** and GUI's

Search Engine (Google Clone)

- Fetched data from google search API to display results based on input.
- Built using **React, JavaScript, HTML and CSS**, best practices.

SKILLS

Programming Languages: — Java, Javascript, Typescript, Python, C#, PHP

Web Development & Frameworks: — React, Angular14, Html5, Css3, PHP Laravel, Spring Boot, REST API'S

Tools — JIRA, Confluence, BitBucket, Git, CI/CD, Docker, Kubernetes, JUnit, Solace PubSub+ Broker, Maven, Gradle, Agile methodologies

Databases — MySQL, PostgreSQL, Firebase