Karim Gheriani

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EDUCATION

BASc in Software Engineering (COOP), University of Ottawa

09/2020 - 12/2024 | Ottawa, Canada

Current cGPA of 9.31/10

PROFESSIONAL EXPERIENCE

DistillerSR

Front-End Software Developer

05/2023 - 12/2023 | 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 - 04/2023 | Ottawa, Canada

- Enhanced functionality for a financial mobile app using **Angular14** and **Spring Boot**, 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

SyllabusSync (AI Powered Calendar)

09/2024 - 12/2024

- Collaborating in an **Agile team** to build an **AI-powered calendar** that **auto-generates events** from uploaded syllabi, helping students plan assignments, exams, and deadlines.
- Leveraging **OpenAI API** to interpret syllabus data, dynamically **adjusting schedules** based on student **preferences**.
- Built with React, TypeScript, Node.js, Firebase, and Google Calendar for seamless scheduling and productivity.

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. Built using Java Object Oriented Programming and GUI's

⊗ SKILLS

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

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

Tools — JIRA, Confluence, BitBucket, Git, CI/CD, Docker, Kubernetes, Entity Framework, JUnit, Maven, Gradle

Databases — MySQL, PostgreSQL, Firebase