Karim Gheriani

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613-809-7158

Skills

Proficient: Java, JavaScript ES6+, React, Html5, Css3 (BEM), Python, Git, GitHub

Familiar: Firebase, JUnit

Education

BASc in Software Engineering
University of Ottawa (September 2020 – Current)
Relevant Courses:

Intro to Programming I and II, Intro to Software Engineering, Data structures and algorithms, Analysis and Design of User Interfaces, Software Quality Assurance

Experience

Transport Canada (January 2022 – April 2022, Ottawa, ON)
Validation Analyst Intern

- Worked with the transportation of dangerous goods team. Validated numerous accident data using Microsoft Excel and SAS EG.
- Collaborated with co-workers to finish tasks quicker and more efficiently

German Doner Kebab (August 2020 – Current, Ottawa, ON)
Supervisor

- Manage a team of 10-15 staff members, creating as positive-productive work environment while ensuring standards of a global franchise are met
- Communicated with dissatisfied customers to show excellent customer service and keep good relations

Projects

E-Portfolio - Karimgh.com
- My personal website highlights my programming skills and contains source code and website links for all my projects listed below. Built using **HTML5, CSS3 and JavaScript**

Library Ecommerce Store (View Project) – (GitHub)
- Created a fully responsive website that sells books. Everything is functional up until the part of receiving the book and paying for it.
- Built using **React, JavaScript, HTML and CSS,** best practices.

Social Media App (Twitter Clone) (View Project) – (GitHub)
- Created responsive social media app using **React, JavaScript, HTML and CSS,** best practices.
- Implemented posting tweets to generic user. Stored the posts data in firebase.

Search Engine (Google Clone) (View Project) – (GitHub)
- Fetched data from google search API to display results based on input.
- Built using **React, JavaScript, HTML and CSS,** best practices.

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