# Karim Gheriani

<u>karimogheriano@gmail.com</u> | <u>Personal Website</u> | <u>LinkedIn</u> | <u>GitHub</u> 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

# <u>Library Ecommerce Store (View Project)</u> – (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