

Karim Gheriani

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613-809-7158

Skills

Proficient: Java, C#, JavaScript, Typescript, React, Angular14, Html5, Css3, Python, PHP Laravel, MySQL, REST APIs, Git, GitHub, Agile methodologies

Familiar: Docker, Kubernetes, Firebase, JUnit

Education

BASc in Software Engineering COOP Program (cGPA 9.31/10)

University of Ottawa (September 2020 – December 2024)

Relevant Courses (A+ Grades):

Intro to Programming I and II, Intro to Software Engineering, Data structures and algorithms, Analysis and Design of User Interfaces, Software Quality Assurance, Databases, Software Construction, Software Design and Architecture, Real Time and Embedded Software Design

Experience

DistillerSR (May 2023 – December 2023, May 2024 – September 2024, Ottawa, ON)

Software Engineer Intern

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

Telepin Software (September 2022 – April 2023, Ottawa, ON)

Software Engineer Intern

- Enhanced functionality for a financial mobile app using Angular14 and C# .NET platform, 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 (January 2022 – April 2022, Ottawa, ON)

Validation Analyst Intern

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

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**

Video Game Ecommerce Store ([View Project](#)) – ([GitHub](#))

- 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 ([GitHub](#))

- 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) ([View Project](#)) – ([GitHub](#))

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