# Programmes d'enseignement coopératif

Pavillon Desmarais 55, avenue Laurier est, 3e étage Ottawa (Ontario), Canada K1N 6N5 Nº DE TÉL.: (613)562-5741 Nº de téléc. : (613)562-5108



# Co-operative education programs

Desmarais Building 55 Laurier Avenue East, 3rd floor Ottawa, Ontario, Canada K1N 6N5 Tel. no.:(613)562-5741

Fax no.:(613)562-5108

### **Curriculum vitae**

### Resumé

Last Update: September 13, 2021

PERSONAL DATA

Karim Gheriani 202 Dave Smith Cres

Manotick (Ontario)

K4M 0B7

Language of correspondence

**ENGLISH** 

Citizenship Canadian

**Employment Equity** 

Security clearance

Member of visible

minorities

### ACADEMIC DATA

Program of studies Bachelor of Applied Science Software Engineering (Co-op)

Year Level 2

Cumulative grade point

average

9.17

letter equivalent of university of ottawa cumulative grade point

10=A+ 9=A 5=C+ 4=C 8=A-3=D+

7=B+ 2=D

6=B 0=F 1=E

Work term information

Term Employer Overall evaluation

average

- 1. 2021, Summer
- 2. 2022, Winter
- 3. 2022, Fall
- 4. 2023, Summer
- 5. 2024, Summer

\* a blank field in the - overall evaluation - column means that the evaluation has not yet been submitted by the employer

## Karim Gheriani

LANGUAGES							
Language Name	Speaking Level	Writing Level	Comprehension Level				
Arabic English	Fluent Fluent	Intermediate Fluent	Fluent Fluent				
	ridont	ridoni	Tidont				
EDUCATION							
September, 2020 - June, 2024	BASc in Software Engineering						
	University of Ottawa, Ontario  •Currently in the software engineering program						
	•Currently in the solt	ware engineering program					
September, 2016 - June, 2020	Highschool		•				
		tholic Highschool, Ottawa,	Ontario				
	•Achieved a 90% ave	erage scholarship					
SKILLS							
Software engineering skills	•Github: Experience	with using Github					
	<ul> <li>Python: Beginner coding experience in python</li> </ul>						
	Java: Experience in java, used java in assignments						
	•These assignments are building up to using a simplified decision tree						
	•HTML5 and CSS3: Basic-Intermediate experience						
	<ul> <li>Used HTML5 and CSS3 to help code nearbii.com with a group of students</li> <li>This skill was attained from learning on own time and university courses</li> </ul>						
	THIS SKIII WAS ALIAITE	ed from learning on own tin	ie and university courses				
Communication	<ul> <li>Capable of communicating to other people with ease</li> </ul>						
	Developed this skill at past workplace						
	Currently apply this skill at current workplace						
	<ul> <li>Skill was acquired from constantly communicating with people at work</li> </ul>						
Customer Service	Able to deal with customers easily and calmy due to constantly working with						
	customers at work						
	•Learnt and refined this skill at past workplaces due to always communicating wit						
	customers						
Problem-solving	•Able to problem solve no matter what the circumstances are						
	<ul> <li>Learnt and advanced this skill throughout highschool and past jobs</li> </ul>						
	Applied during work and university						
Adaptability	•Capable of learning	most things quickly					
	<ul> <li>During highschool and work, everything taught was learnt quickly</li> </ul>						
	•This skill has been developed and learnt throughout elementary and high school						
	<ul> <li>Applied throughout job training and daily life</li> </ul>						

# **WORK EXPERIENCE**

August, 2020 - Current

# Supervisor

German Doner Kebab, Ottawa, Ontario

- •Further honed the skill of customer service due to dealing with customers
- •Some customers would be dissatisfied with the service and therefore had to be

taken care of

- •Good communication skills were used to communicate with customers and coworkers
- •Customer service skills and communication skills can easily be transferred
- •Also further honed the skill of quick learning since training wasn't long, so the training needed to be learnt quickly
- •This skill can also be transferred

June, 2019 - June, 2019

#### Sales associate

Rocket Fireworks, Ottawa, Ontario

- •Gained customer service skills due to dealing with customers all the time which is a skill that can easily be transferred
- •Capable of being responsible since the money and stocked needed to be counted
- •There was barely any training so learning had to be done quickly
- •Quick learning is a skill that can easily be transferred

### **REFERENCES**

Mouhamad Khodr General Manager Rocket Fireworks

> Mouhamad Khodr is the general manager of lots of rocket fireworks stores in Ottawa

613-406-1996 Mkhodr@rocket.ca Mohamed Elmortadi General Manager Geman Doner Kebab

 Mohamed is the general manager of the restaurant German Doner Kebab

613-883-1330

Moe@gdkcanada.ca

		$\sim$ 1			
Kar	ım	Gľ	ıeı	rıa	nı

## Courses

Code	Title			Te	erm		Grade		Units
				20	20, Fall				
ENG1112	TECHNICAL RE	EPORT W	/RITING				B+		3.00
TI1120	INTRODUCTIO	N TO CO	MPUTING				A-		3.00
MAT1320	CALCULUS I						A+		3.00
PHY1321	PRINCIPLES O	F PHYSIC	CS I				A+		3.00
SEG2900	PROF.COMM.F	RESP					A+		3.00
CGPA	9								
				20	21, Winter				
ITI1100	DIGITAL SYSTI	=MS I		20	Zi, Willici		A+		3.00
ITI1100 ITI1121	INTRODUCTIO		MDLITING	П			B+		3.00
MAT1322	CALCULUS II	N TO CO	IVIFUTING	11					
		T	201451.1711	10			A+		3.00
MAT1348	DISCRETE MA			NG			A+		3.00
PHY1322 CGPA	PRINCIPLES O	F PHYSIC	JS II				A-		3.00
				20	21, Summ	er			
CHM1311	PRINCIPLES O	F CHEMI	STRY		,		A+		3.00
ITI1121	INTRODUCTION TO COMPUTING II					A+		3.00	
CGPA	9.17								
				20	21, Fall				
CEG2136	COMPUTER AF	RCHITEC	TURE I						3.00
CSI2110	DATA STRUCTURES AND ALGORITHMS								3.00
GNG1105	ENGINEERING MECHANICS								3.00
SEG2105	INTRO TO SOFTWARE ENGINEERING							3.00	
CGPA	9.17	1 VV/ (( C )							0.00
				End of cour	se list				
Legend Grades									
10=A+ 9=	=A 8=A-	7=B+	6=B	5=C+	4=C	3=D+	2=D	1=E	0=F
Symbols									
()= Credits	()= Credits not granted *= Excluded from a		ided from aver	verage ABS= Absence					
	nal to requirements AUD= Auditrice/audito		rice/auditor		CR= Credit				
CTN= Continu	-	_		red		DNW= See: ABS			
DR= Droppe			H= Hono			HP= Out-of-program			
EIN= Failure							R= Not available		
NS= Unsatis	sfactory ient credits		P= Pass			5	S= Satisfactory		