

Khaled Saleh

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github.com/khaled-saleh1 | [Portfolio Website](#)

Education

- Concordia University**, Bachelor of Engineering in Software Engineering: GPA 3.6 Sep 2021 – May 2025
- 1x Dean's List (achieved an annual GPA higher than 3.75)
 - Member of the Software Development Team in Concordia SAE Club Sep 2023 – May 2024

Experience

Full Stack Developer - The Training Center Experience Team (Internship) May 2024 – Present
CAE – Montreal, QC

- Developed full-stack features, designing back-end logic and SQL database tables using C# .NET 4.0.
- Built and maintained front-end interfaces with HTML, CSS, and JavaScript for responsive designs.
- Set up the testing environment for specific projects, conducting unit testing using xUnit, raising code coverage from 0% to 60-80%, and refactoring legacy code to enable testability.
- Modernized over 40 web pages, ensuring compatibility with modern browsers for improved user accessibility.

C# Software Developer - AutoVu (Internship) Sep 2023 – Dec 2023
Genetec – Montreal, QC

- Maintained and enhanced C# desktop applications using .NET 4.0+, ensuring reliable system performance.
- Diagnosed and resolved complex bugs with debugging tools, improving application functionality and reliability.
- Increased automated test pass rates from 95% to 100% by implementing unit tests with MSTest and SpecFlow.

Teaching Assistant for OOP I & II & Data Structures and Algorithms (JAVA) Jan 2024 – Present
Concordia University – Montreal, QC

- Conducted one-on-one sessions for a class of 100 students, addressing course-related and assignment challenges.
- Worked with professors to evaluate assignments and exams, ensuring accurate assessment and fair grading.

Software Engineering Research Assistant (Internship) Sep 2022 – Dec 2022
Healthcare Systems Research & Analysis Inc. – Waterloo, ON

- Built machine learning models for patient data, boosting accuracy by 15% and reducing processing time by 30%.
- Specialized in Neural Networks, using Python to predict health parameters (e.g., blood pressure) from 5 inputs.

Projects

Onyva: Outdoor Trip Planning Application (Capstone Project) ([Github](#), [Website](#)) 2024 – 2025
Backend Lead, Concordia University

- Built and maintained back-end services using NestJS and Prisma, ensuring efficient database workflows.
- Developed APIs for user profiles, trip planning, expense tracking, and group collaboration features.
- Integrated real-time weather data and booking recommendations into trip planning workflows.

Condofy: Condominium Management System ([Github](#), [Demo](#), [Website](#)) 2023
Backend Team Lead

- Led back-end development using NestJS and MongoDB, implementing authentication and financial systems.
- Optimized backend architecture with middleware, route handling, and reliable database integration.
- Built APIs for features such as property profiles, reservations, and request handling workflows.

Hand-Controlled Flight Simulator ([Github](#), [Demo](#)) 2023
ConUHacks Hackathon (CAE Sponsored Challenge Winners – 1st Place)

- Developed a flight simulator controlled through hand gestures with a physics-based controller in Unity.
- Built an optimized environment using Unity terrain tools, with features like respawning and sound control.
- Collaborated in a team of four to deliver a high-impact project for the hackathon's CAE-sponsored challenge.

Skills

- **Programming:** Java, Python, C#, JavaScript, TypeScript, HTML, CSS, MySQL, C++, C
- **Frameworks/Libraries:** ASP.NET, Angular, React, Node.js, Nest.js, PyTorch, TensorFlow
- **Languages:** English (Fluent), Arabic (Fluent), French (Basic)