Mansour Maqsoudi

Adept at learning new programming languages and applying technical skills to develop innovative solutions. Exceptional eye for detail gained through remote quality assurance testing. Proactive team member due to patience and communication skills.

CONTACT

Email: maqsoudi99@gmail.com
Phone: (514) 241-9264
Location: Montreal, Quebec, Canada
Portfolio: https://mansour.pages.dev
LinkedIn: linkedin.com/in/mansour-maqsoudi
Languages: English (Fluent),   French (Basic)

SKILLS

Programming:
Java • C++ • HTML • CSS • JavaScript • JSON • Document Object Model (DOM) • ReactJS • JSX • PHP • Python • SQL • MySQL • SQL Server • C • Ruby • C# • Prolog • Aspect-J • Lisp

Other Abilities:
Object-oriented programming • Data Structures and Algorithms • Data Analytics (OpenRefine and Jupyter Notebook) with libraries such as Pandas and NumPy • Git version control • Web Programming • CSS Grid • Flexbox • Databases • Multicore programming (Intel TBB, OpenCL and CUDA) • UML Design • Operating Systems • GitHub • Agile Practices • Linux Command Line

Applications and Operating Systems:
Eclipse • Microsoft Visual Studio • Visual Studio Code • NetBeans • Android Studio • Microsoft Office Suite • Microsoft Teams • Discord • Skype • Asana • Windows • macOS • Linux

EDUCATION

Bachelor of Computer Science
Concordia University | Graduated 2021

Diploma of College Studies in Social Science
Vanier College | Graduated 2014

PROJECTS

Weather Website (Inspired by the Apple Weather App)
Developed using HTML, CSS, and JavaScript. Makes use of CSS Grid, Flexbox, Weather Restful API, Geolocation API, and DOM. Accessible at https://theweather.pages.dev

Counter Android Application
Created a counter Android app with an intuitive user interface. Coded using Java in Android Studio.

Battleship Game
Developed a battleship game in the Eclipse IDE using the Java programming language.

Snake Game
Created a snake game with a graphical user interface using C++ and OpenGL in the Visual Studio IDE.

Risk Game
Collaborated with a group of four people to create a C++ based Risk game using Visual Studio IDE.

WORK EXPERIENCE

Remote AI Trainer
DataAnnotation | 2023 - 2024

• Contributed to the refinement of natural language AI models. Formulated input queries using natural language or programming languages (e.g., Python). Analyzed output from multiple AI models to identify errors or areas for improvement.

Tech Tester
Rtings | 2021 - 2022

• Tested and understood new products by carrying out extensive research and following a test bench procedure. Troubleshooted issues with the performance of products. Revised work done by technical writers.

Remote Quality Assurance Tester
VMC Game Labs | 2013 - 2021

• Tested games currently in development for quality assurance. Collaborating with team members to perform in-game tasks. Reporting bugs, filling out inquiries, and handling confidential information.

McGill University Health Centre Volunteer
Montreal General Hospital | 2013 - 2014

• Assisted hospital staff to ensure a smooth workflow. Enhanced the quality of life for patients by alleviating loneliness and providing support.

Hyptertec Group CIARA

• Ensured stable production, transporting computer servers from assembly lines. Use of time management and communication to avoid bottlenecks.

Restaurant Da Franco

• Performed restaurant duties.