Mohamed **Harmanani**

SOFTWARE ENGINEER | 4TH YEAR COMPUTER SCIENCE STUDENT

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Experience

Venngage   *Toronto, ON, Canada*

SOFTWARE ENGINEER INTERN | JAVASCRIPT · REACT.JS · REDUX · SQL   *May 2019 - Aug 2020*

- Wrote MySQL queries to add, modify, and translate template categories and subcategories on the homepage and in the editor
- Implemented React colour pickers, font selectors, media libraries, and application control flows to optimize user experience
- Resolved over 15 issues and support tickets during my time as a Support Engineer

OGERO Telecommunications   *Beirut, Lebanon*

SUMMER INTERN | PYTHON · NUMPY · PANDAS · MATPLOTLIB   *Apr 2018 - May 2018*

- Developed tools to analyze datasets pertaining to enterprise and employee daily performance
- Implemented algorithms to fetch, pull, and visualize data for the company's ticketing system
- Greatly cut down time spent gathering data and writing reports

Skills

Programming   Python, JavaScript, React.js, Node.js, SQL, Java, PHP, C, Bash
Technologies   REST API, Git, scikit-learn, NLTK, MySQL, PostgreSQL, JSON, Express.js, Unix/Linux

Education

University of Toronto   *Toronto, ON, Canada*

HBSC - SPECIALIST IN COMPUTER SCIENCE, MINOR IN PHILOSOPHY   *2016 - 2020*

- cGPA: 3.18/4.00

Projects

Twitter Sentiment Analysis   *GitHub*

PYTHON · SCIKIT-LEARN · NLTK · NUMPY · PANDAS   *Jul 2019*

- Implemented a Regularized Logistic Regression model to predict the polarity of tweets, with an accuracy of 94%
- Used a word count vectorizer with n-gram range of (1,3) to turn tweets into vectors for training
- Effectively preprocessed data by performing exploratory data analysis tasks such as cleaning and visualizing

Fortnite 2D Online   *Course Project*

REST API · JAVASCRIPT · REACT.JS · NODE.JS · EXPRESS.JS · WEBSOCKET · AJAX · SQLITE · MATERIALUI   *Apr 2019*

- Created a single player survival game with a React.js front end, and MaterialUI component framework
- Implemented the RESTful API using jQuery/AJAX module to issue requests on the frontend, and Node.js on the backend
- Implemented a Node/Express.js server to store user highscores and login information in a databse using SQLite3
- Used sockets and a WebSocketServer to make the game multiplayer

Episode Recommendation System   *GitHub*

PYTHON · NLTK · NUMPY · BEAUTIFULSOUP · SQLITE   *Sep 2018*

- Wrote scripts to scrape and store TV show data from IMDb into a SQLite database
- Implemented a recommendation system that matches keyword input from the user with the data
- Implemented TF-IDF, cosine similiarity, and Jaccard procedures for content-based filtering and natural language computing

Paint Clone   *Course Project*

JAVA · AWT · SWING · GRAPHICS2D   *Nov 2017*

- Implemented a MS Paint clone program using Java Swing, AWT, and Graphics2D as part of a course project.
- Employed the Scrum methodology to work on the project as part of a team of four.
- Helmed the project as Scrum master, and oversaw adequate division of roles and user stories.