

# MOHAMMAD ODAH



## Personal

- Address**  
3-30 windsor ave  
K1S0W4 Ottawa
- Phone number**  
3439983864
- Email**  
moeodah@gmail.com

## Interests

- Backend Development
- Game Development
- Web Development

## Languages

- English
- Arabic

A self-motivated and ambitious Computer Science Graduate, skilled at managing multiple projects, applying research and analysis skills to both academic and professional settings and providing impeccable client service. Proficient in coordinating projects from inception to completion, providing updates at critical milestones, identifying success indicators, and organizing large amounts of complex information.

## Work experience

**Front-End Developer** Sep 2019 - Jan 2022  
Trend Micro, Ottawa

- Development, Testing and Integration of the multiple software projects
- Creating a software to manage the task distribution for the company.
- Optimizing performance across a vast array of web-capable devices and browsers
- Contribute in all phases of the development lifecycle (design, implementation, continuous integration, cloud deployment. – CI/CD)

**Software Engineer** Sep 2012 - Jul 2018  
Shopify, Ottawa

- Applied coding/implementation practices to produce high quality and reusable code.
- Implemented and follow security best practices for web applications.
- Participated in issue investigation and deployment of applications and new releases in testing/integration environment as needed.

**Supervisor** Jan 2012 - Aug 2012  
Dicom Express GoJit, Ottawa

- Managed the incoming shipments and categorizing the mail using multiple city ports.
- Managed and categorized the medical shipment which had the highest priority in the company.
- Controlled the incoming mail carriers' destinations.

**Tutor** Sep 2012 - Jan 2022  
Carleton University, Ottawa

- Tutored C++, Java, C for engineering students.
- Tutored different first year engineering courses (Mechanics-Calculus-Matlab)
- Tutored Godot game engine and game design for Hackathon Students (Volunteer)

**Volunteer**  
Carleton University, Ottawa

- Volunteered for 3 years for Hackathon (Ottawa & Toronto)

## Education and Qualifications

**Computer Science** Sep 2012 - May 2018  
Carleton University, Ottawa

## Skills

- Microsoft Office Java, python, C++, C# HTML, CSS, JavaScript, Bootstrap
- Wordpress, Shopify Systems

# Personal Projects

## Department of Electrical Engineering Carleton University 1225 Colonel By Drive

### Ottawa, ON.

- Developed a robotic autonomous vehicle using Arduino.
- o Project was done using C and C++ languages.
- o Android Studio as the vehicle was controlled via android application
- Developed an autonomous drones using IR sensors and Arduino system.
- o Project was done using C and C++ languages.
- o A remote control was used and connected through a Bluetooth device embedded in the drone

## Department of Computer Science Carleton University 1225 Colonel By Drive

### Ottawa, ON.

- Developed a Bluetooth application for communication purposes using Android Studio which resulted in an enhanced way of sending encrypted messages through an ad hoc network.
- o The Project was done using Java in the Android Studio Software
- Developed various application using Java and C++ languages.
- Developed multiple video games using Unity and Godot game engines.
- o Python was used for the games created in Godot
- o C# was used for the games created in Unity
- Developed a full scale financial software to enhance the payment methods for Carleton student accounts.
- o C++ Language with database structures using JSON Library was used to complete the project
- Created the Kuwait Cultural Office Official website
- o Used PHP – HTML – CSS – JavaScript for the website
- Created a website for tutoring Computer Science programming that is undergoing construction
- o [www.drkode.com](http://www.drkode.com)
- Created a project for data scraping job searching queries
- o The query is used for individuals looking for an easier visualization for job searching
- o The project was constructed using Python – Selenium and Pandas
- Worked on a Basic 3D Flight Simulator game using Unity Game Engine for multiple gaming platforms
- o Using C# and Blender for the mechanics of the game and the graphical design
- Worked on 2D games using Godot Game Engine.
- o Using Python to control the mechanics of the games



# CARLETON UNIVERSITY

*The Senate of Carleton University  
hereby admits*

**Mohammad Odah**

*who has fulfilled all the requirements and completed the  
prescribed course of study to the degree of*

**Bachelor of Computer Science Major**

*with all its rights and privileges in witness whereof  
the Seal of the University is herewith affixed.*

*Given at Ottawa, Canada, this 12th day of June, 2018.*

*President and Vice-Chancellor  
Chair of the Senate*

