Nourin Abd El Hadi

EDUCATION

York University — Software Engineering (B.Eng) September 2018 - April 2022

EXPERIENCE

Sales Associate at Virtual Sting

May 2019 - Present

- Pitching to customers to come in and try our product.
- Fixing and maintaining the VR headsets.

Front-End Developer at Treasured Inc.

December 2018 – May 2019

- Developed front-end user interfaces using JavaScript frameworks (AngularJS), HTML and CSS.
- Created 3D animated models in Unity and UnityScript to be used in an augmented reality headset

Lifeguard at Canada's Wonderland

May – September 2017

- Applied lifeguard and first-aid training to guests in need.
- Used customer service skills to assist guests with issues such as lost children and line jumping.

VOLUNTEERING AND LEADERSHIP

Volunteered at the York Engineering Competition

November 2018

• Assisted the YEC in organizing the competition.

Camp Spooky Attendant

September – October 2017

• Handed out candy and assisted lost guests.

Arabic Language Teacher in a TDSB School

September 2014 – June 2018

 Met with students once a week and taught them different grammar lessons.

CONTACT INFORMATION

Address: 142 Deepsprings Cres.

Vaughan, ON, L6A3L4 **Phone**: (647) 712-20131

@: nourin.abdelhadi@gmail.com
Github: https://github.com/nourinjh
LinkedIn:https://www.linkedin.com/in/

nourin-abdelhadi/

SKILLS

Software

- · Web Technologies (AngularJS, Ruby, HTML, CSS)
- · Object Oriented Programming (Java)
- · UNIX (SFTP, SSH)

PROJECT BASED LEARNING

Issues Tracker

- · Created a web application that organizes issues by their severity and assigns it to a person to solve.
- · Built using the Bootstrap framework and JavaScript.

(https://github.com/nourinjh/IssuesTracker)

BrightClick

- · Created a web application to encourage class participation.
- · Built with Javascript, HTML and CSS. Submitted for ElleHacks 2019.

(https://github.com/nourinjh/BrightClick)

Adventure Game

Created a console-based RPG that leverages my knowledge in object oriented programming and API implementation.

(https://github.com/nourinjh/AdventureGame)

LANGUAGES

- · English (Fluent)
- · Arabic (Native Language)
- · French (Working Proficiency)