OMAR CHEHAB

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EDUCATION

University of Toronto
B. Sc. of Computer Science
Software Engineering Specialist

Graduation Date Apr 2020

GPA 3.1 / 4

FEATS

Regional World Robotics Olympiad
First Place
Bahrain Bayan School
Bahrain | 05/2016

Regional ACM-ICPC
University of Toronto
North America | 10/2016

Global World Robotics Olympiad
Bahrain Bayan School
India | 11/2016

EXTRA

Model United Nations (MUN)
Attended 7 debate
conferences.

Hackathons
Attended 4 hackathons.

Competitive Programming
Attended 2 competitions in
person.
Participated in 3 competitions
online.

WORK EXPERIENCE

AL JARAS   Software Engineer   08/2016—Present

- Engineered web social magazine platform getting over 15 million page views/month.
- Documented specification of client, webserver, API, and database layers thoroughly, before it was implemented.
- Conducted technical interviews in search for software developers.
- Led team of 6 developers through development.
- Implemented client using offline first principles, ReactJS, LESS, and Webpack.
- Implemented automatic social media publishing using Facebook Graph API, Twitter REST API, and Instagram API from NodeJS.
- Worked with with Google DFP, Adsense, and several advertising agencies.

MANAGEMUN   Co-Founder   06/2017—Present

- Co-Founded a startup with the vision to improve the quality of Model United Nations globally.
- Implemented web registration system client and server.
- Implemented text processing algorithm that judges and reformats MUN resolutions using NodeJS, RegEx, and Open Office.
- Administered GitLab with CI, Docker containers in production, and iRedMail mail server.
- Automated testing and deployment to staging or production using Docker and Ansible through GitLab.

PERSONAL PROJECTS

SENTISOCIAL   01/2017—07/2017

- Released open source social media and news aggregation website in collaboration with 3 developers.
- Follows social trends and analyzes sentiment of tweets using Twitter API, collecting relevant news through News API using NodeJS and MongoDB.
- Designed and developed front end that queries our SentiSocial REST API using ReactJS, ChartJS, and Webpack.

IO REBOOT, PLAY STORE APPLICATION   10/2015—07/2016

- Developed open source android puzzle game from algorithm idea that procedurally generates levels infinitely with increasing difficulty using C# in Unity 3D.