OMAR CHEHAB

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EDUCATION

University of Toronto
Undergraduate Computer Science
2016-2020

International Baccalaureate
Bahrain Bayan School
2014-2016

SKILLS

Proficient in
HTML, CSS, Javascript, NodeJS,
PHP, SQL, Typescript, Bootstrap,
ReactJS, LessCSS, RegExp

Familiar with
C++, Java, JSP, C#, ASP, Bash,
TI-Basic

COMPETITIONS

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

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

World Robotics Olympiad
Bahrain Bayan School
Global | 11/2016

Hack The Valley
North America | 01/2017

EXTRA

Model United Nations (MUN)
Attended 7 debate conferences, 2
of which were international

Best Delegate Award, GeMUN
Italy | 02/2016

WORK EXPERIENCE

AL JARAS   Lebanon | 08/2016—Present
- Developed 3 WordPress plugins: post validation, user session management, and extended TinyMCE functionality
- Administered Google DoubleClick for publishers
- Queried corrupt WordPress database recovering 32 posts

247STUDIOS   Lebanon | 06/2016—Present
- Collaborated with 2 graphic designers to implement website design
- Designed and developed database management software (DBMS) using PHP and MySQL which migrated workflow from spreadsheets
- Tailored Adobe Indesign script for integrating templating and DBMS

BAHRAIN BAYAN SCHOOL   Bahrain | 04/2016—10-2016
- Designed student registration webapp for Model United Nations using PHP, MySQL, and Javascript
- Improved user experience by utilizing asynchronous javascript and client-side templating

EVENTS À LA CARTE   Bahrain | 09/2015—04/2016
- Developed database management system using Java and Microsoft SQL which generates quotations, invoices, and receipts as PDF
- Implemented responsive mobile-first website design plan made by 247studios using PHP and MySQL
- Queried Instagram API to create a webapp that creates a dynamic slideshow using Javascript and NodeJS (Prototype initially made with Java Server Pages)

PERSONAL PROJECTS

MODEL FORMAT (modelformat.com)   04/2016—Present
- Formulated lexical analysis algorithm that assess and formats Model United Nation resolutions
- Launched startup business to automate a tedious task performed by academics and printing logistics teams

IO REBOOT, PLAY STORE APPLICATION (goo.gl/za7l75)   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
- Devised compression algorithm for optimum use of storage space

SIMULTANEOUS LOCALIZATION AND MAPPING   10/2015—01/2016
- Conducted extensive research on SLAM algorithms documented in an extended essay of 4000 words
- Implemented SLAM using Java into Lego Mindstorm EV3 utilizing A* pathfinding library and odometry concepts