

Omar El Malak

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SKILLS

Languages: Java, Python, SQL, C#, C, JavaScript, TypeScript, HTML/CSS, Dart, Assembly (RISC-V)
Frameworks and Libraries: .NET, Next.js, Flutter, React, React Native, Flask, FastAPI, SQLite, Tensorflow, NumPy
Developer Tools: Docker, Google Cloud Platform, Jira, CircleCI, Firebase, Supabase, Terraform, Sentry, Figma

EDUCATION

University of Toronto (GPA: 3.81/4.0) Toronto, ON
Computer Science Specialist + Business Minor + Mathematics Minor + PEY Co-Op Expected Graduation: 2027

- Courses:** Theory of Computation, Data Structures and Algorithms, Software Design, Database Design, Programming on the Web, Machine Learning, Probability and Statistics, Operating Systems, Computer Organization
- Groups:** Google Developer Group On-Campus (Lead), Computer Science Living-Learning Community (Member)

EXPERIENCE

Software Engineering Intern September 2025 – Present
Scotiabank Toronto, ON

- Joining the Global Payments Team in Fall 2025 as a full-stack engineer, using **Spring (Java)** to build scalable MVPs for global wire transfers in international markets.

Software Engineering Team Lead May 2025 – September 2025
Independent Research Project (Supervised by UofT Biotechnology Prof. Dennis Fernandes) Toronto, ON

- Leading a team of 5 engineers** to develop an AI-powered Health Technology Assessment Dashboard, serving as liaison to a 4-member business development team in collaboration with biopharma partners including **Sanofi**.
- Built **Selenium** web scraping pipelines to extract drug data from **Canadian health agencies (pCPA, CDA, Health Canada, INESSS)**, deployed on UofT's Niagara Supercomputer to schedule **1,000+ drug entries**.
- Developed a **chatbot RAG pipeline** using fine-tuned classification and prediction models to deliver more accurate retrieval and analysis of public drug documentation.

Software Engineering Team Lead January 2025 – May 2025
MyEdMaster Toronto, ON

- Led a team of 7 engineers** to complete a digital transformation of the startup's tutoring service.
- Designed, implemented, and deployed an AI-powered assessment question database management system for tutors.
- Enhanced OpenAI and Cohere LLM performance by creating datasets of **1,600+ manually labeled and synthetic data points**, achieving a **31% accuracy improvement** and a **54% reduction in token size** on base models.
- Managed sub-team ticketing, ensuring timely delivery and quality through code reviews, testing, and mentorship.
- Led client communications, aligning both technical and non-technical expectations, and delivered compelling demos for incubator competitions to **secure funding**.

Software Engineering Intern June 2024 – August 2024
Geotab Oakville, ON

- Led the winning team** of Geotab's Intern Innovation Challenge, developing the most innovative video telematics solution with a driver and manager-centered UI/UX design, along with AI collision and distraction detection models.
- Worked as an Agile/Kanban backend engineer on the OEM Integration Team, deploying **.NET (C#)** updates for thousands of vehicles across NA, EU, and LatAM from **7 globally recognized partners**.
- Conducted a JSON parser optimization project, achieving **80% memory improvement** on a specific data type and documented findings in a published, engineer-backed benchmark report.
- Created an OEM device activation system with error handling and retry scheduling, impacting **200+ trucks in NA**.
- Hosted and presented at a Data Platform demo session to an audience of **30+ engineers and senior business management**, using UML diagrams to illustrate API handler interactions for a codebase migration project.

Software Engineering Intern July 2023 – August 2023
Grubtech Dubai, UAE

- Worked as an Agile mobile and frontend engineer, using **Flutter (Dart)** to develop new features for the company's AI mobile application, deployed to **700+ brand clients**.
- Designed and implemented a comprehensive mobile application guide to onboard clients on application launch.
- Enhanced clients' visibility to company-specific statistical insights through new UI overlay elements.
- Solved and pushed bug-fixes that improved cross-device (iOS and Android) application responsiveness.