

# Omer Adeel

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## Technical Skills

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**Languages:** Python, C++, C, HTML/CSS, JavaScript

**Libraries/Frameworks:** React, Flask, React Native, PyGame, Processing

**Tools:** Git, Fritzing, TinkerCad, Arduino/Nucleo STM-32 Hardware, Netlify

## Experience

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**Chief Technology Officer** | Accesso Canada – Toronto, On

May 2020 – Present

- Executed website revamp project including migration of 1500+ reviews resulting in viewership of 8000 views per month
- Pitched to 400+ viewers in LOI, Bleed The North, and YIC placing 7th of 300 organizations in YIC winning a \$1000 grant
- Facilitated meetings, maintained website, and led app-development as head of IT department consisting of 8 members

**Chief Technology Officer & Co-Founder** | PRVD – Toronto, On

June 2020 – Present

- Co-founded federally registered Non-Profit Organization dedicated to making youth philanthropy widely accessible
- Established organizational strategic plan, managed client relationship and maintained website

**President** | YMCI Programming Club – Toronto, On

September 2020 – June 2021

- Structured the curriculum, and delegated tasks to the executive team to create biweekly lessons for 25+ club members
- Taught members Python programming concepts such as OOP, BFS/DFS (graph theory), recursion, and linked-lists

**President** | YMCI Cozy Project Charitable Club – Toronto, On

September 2019 – June 2021

- Established club direction by setting donation targets and planning events, while coordinating with organization heads, staff, and club members
- Raised \$800+ from hosting events such as merchandise sale, clothing drive, and food sales for the homeless

## Projects

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**Accesso App** 🔗 | React Native, EXPO CLI, Figma

August 2021

- Developed user-interactive MVP app, hosting 1500+ store reviews for non-profit organization Accesso Canada using React Native and EXPO CLI improving service accessibility for users on the go
- Designed aesthetic and functional app user interface through several iterations of wireframing models using Figma

**Python Sudoku & Auto-Solver** 🔗 | Python, PyGame GUI

July 2020

- Developed Python Sudoku including menu screens, replay feature, and an auto-solver using OOP and GUI PyGame
- Implemented controllable frame-rate and coded efficient auto-solve feature using backtracking recursion algorithm

**Binary Riddle** 🔗 | C, Nucleo STM-32 Microcontroller & Hardware

November 2021

- Built interactive time-based Binary trivia game using mid-level MC Nucleo STM-32 in C language applying knowledge of hardware/electrical systems in use of jumper wires, LCD, buttons, LEDs, and a buzzer
- Applied Project Management skills such as creating budget, GANTT chart, and design document to execute project

**Validdit** 🔗 | Python Flask, HTML/CSS, JavaScript

June 2020

- Developed responsive web app to authenticate the validity of Reddit posts by identifying keywords in comments/posts
- Retrieved data by sending HTTP requests to a REST API (PRAW) and integrated front and back-end using Python Flask

**2021 Web-Portfolio** 🔗 | HTML/CSS, JavaScript, Particle.js, Netlify, Zapier

December 2021

- Deployed a 5-page web portfolio on Netlify to showcase 12+ coding projects using HTML/CSS, and JavaScript
- Created JS project gallery with modals, project filtering, video/text descriptions, and user contact form with Zapier

## Education

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**University of Waterloo**

2021-2026 (expected)

Year 1 Computer Engineering, Bachelors of Applied Sciences (BASC) – CGPA: 3.9

Waterloo, On

- Elected as **Academic Rep** to advocate for issues in ECE program for 120+ students by consulting with the dean of engineering and professors to fix issues such as curriculum delivery, marking schemes and student accommodation

**Academic Achievements**

- Governor General's Academic Medal (Highest Graduating High School Academic Average)

June 2021