

Paul Airuehia

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Summary

Hardworking and Motivated professional completing a BA in Computer Science with a specialization in Software Engineering at Carleton University. Dedicated to producing quality work while achieving demanding development objectives on tight schedules. Seeking an internship opportunity to apply my skills, expand my knowledge, and contribute as a computer scientist.

Education

Carleton University | Bachelor of Science | September 2021-May 2025

- Major: Computer Science (Stream: Software Engineering)
- GPA: 11.7/12

Work Experience

Test Automation Engineer | Internship | IRCC | May 2023 - Present

- Developed and executed automated test scripts using Selenium (C#) for comprehensive web component testing on various IRCC web applications.
- Collaborated across teams to define test requirements, design cases, and ensure application functionality, performance, and security through Azure DevOps.

Teaching Assistant | Part Time | Carleton University | September 2022 – April 2023

- Assisted with First Year Computer Science Courses (COMP1405/1406) using Python/Java.
- Responsibilities included grading assignments, conducting tutorial sessions, and offering office hours for student support.

Projects

Gym Management System (Java/MySQL)

- Engineered a comprehensive gym system, streamlining operations and enhancing user experience.
- Utilized OOP principles for modular design, improving maintainability, and optimizing data retrieval using MySQL queries.
- Integrated a login page, various member management functionalities, robust payment tracking, etc.

Social Media Web App for Artwork (HTML/CSS/JS)

- Designed an interactive art-sharing platform with features like followers, reviews, and notifications.
- Implemented server using Node.js and MongoDB, ensuring efficient server-side operations.
- Developed a RESTful implementation for consistent and transparent server/client communication.

Multi-Threaded Runner Game (C)

- Created an efficient runner game using threading, emphasizing modularity and robustness.
- Used the Test-Driven Development methodology while making the game to ensure a smooth and reliable user experience by thoroughly testing and debugging the application.
- Incorporated high scores, background scenery, endless runtime, collision detection, and more.

Awards

- **Carleton Deans' Honour List (2)** – 10+ GPA
- **Walter A. Ainsworth Bursary** - \$1,900
- **Henry Marshall Tory Scholarship** - \$3,000
- **Carleton University President's Scholarship** - \$12,000

Skills And Tools

- **Technical Skills** – Java, C++, C#, C, Python, JS, Kotlin, Git
- **Technologies/Other** – Node.js/React, MongoDB, MySQL, OOP, Functional (Haskell), Win/Linux
- **Non-Technical Skills** – Problem Solver, Strong Communication, Diligent, Creative, Goal Oriented

Extracurricular

- **Member of Carleton's Computer Science Society**
- **Worked at Swiss Chalet and The Keg 2018- 2022** – Kitchen Help, Line Cook, & Lead Line Cook