

Omar Shabana

📞 (416) 720 4872 • ✉️ omarwshabana@gmail.com • 🌐 oshabana.github.io/Portfolio/github.com/oshabana

Education

University of Toronto

◦ *Honours Bachelor of Science* ,

Major: Geographic Information Systems

Minors: Computer Science and Mathematics

Related Coursework: Software Development, Algorithm Design, Web Development, Data Structures, Theory of Computation, Software Tools and Systems Programming

Toronto, ON

Expected: May 2021

Skills

Languages: JavaScript (ES6), TypeScript, HTML5, CSS3, Python, C, Java, C#

Frameworks: React.js, Node.js, Express.js, Bootstrap, jQuery

Tools: Git, Linux, MongoDB, SQL, Docker

Software Projects

Covid-19 Shopping App | [Website](#), [Code](#)

A web app designed to assist people who are at risk with grocery shopping via their local community

- Built with React.js, Node.js, Express.js and MongoDB
- Added user authentication that involved multiple tiers such as user, group administrator and server administrator
- Implemented features like a synced grocery list between user groups and an administrator panel for database manipulation

2D Front-End Game Engine | [Website](#), [Code](#)

A retro style game engine which allows users to develop their own arcade style shooters

- Used a minimalist tech stack of HTML, CSS and JavaScript without requiring external libraries
- Developed a 2D game engine with features like movement, projectiles, and UI elements
- Focused on making interactive 2D retro games easier to develop in as few lines of code as possible

Asset Portfolio Tracker | [Code](#)

A stock portfolio tracker which calculates asset and portfolio values throughout the day

- Built with React.js, Node.js and MongoDB
- Integrated libraries like react-cookie, mongoose, axios, bcrypt to manage authentication and user state
- Created an API to assist the front-end with displaying user portfolios
- Recruited the help of an external API to retrieve stock data and then parsed JSON files to extract relevant data

3D Foraging Game | [Code](#)

A game focused on harvesting materials to create equipment and improving skills

- Created a game using C# and Unity
- Implemented camera controls like zoom in and out
- Included UI elements like a backpack and an item identifier
- Added player controls and abilities such as mining and woodcutting

Work/Leadership

Supervisor

Tim Hortons,

Mississauga, ON

September 2014 - December 2018

- Oversaw all store operations when present
- Solved problems quickly in a high stress environment
- Created and implemented a system to improve drive-thru service times by over 30% during peak hours