

Omar Shabana

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

Education

University of Toronto

Honours Bachelor of Science,

Toronto, ON

Expected: May 2021

Major: Geographic Information Systems

Minors: Computer Science, Mathematics

Relevant Coursework: Software Development, Intro to Databases, Algorithm Design & Analysis, Web Development, Data Structures, Theory of Computation, Software Tools & Systems Programming

Skills

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

Frameworks/Libraries: React.js, Node.js, Express.js, Bootstrap, Ajax, Jest, Puppeteer

Tools: Git, Linux, MongoDB, Docker, Kubernetes

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

- Constructed with React.js, Bootstrap, Node.js, Express.js and MongoDB
- Collaborated with a team to build a full-stack web application
- Participated in using industry software engineering practices such as creating design documents and scrum meetings
- Added user authorization which involved multiple tiers such as user, group administrator and server administrator
- Implemented features like synced grocery lists between user groups and administrator panel for database manipulation

Asset Portfolio Tracker | Code

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

- Built a full-stack app with React.js, Node.js, Express.js and MongoDB
- Integrated libraries like react-cookie, mongoose, axios, as well as bcrypt, to manage authentication and user state
- Designed a REST API to assist the front-end with displaying user portfolios
- Used an external API to retrieve stock data

2D Front-End Game Engine | Website, Code

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

- Used HTML, CSS and JavaScript
- Developed a 2D game engine with features like movement, projectiles, and user interface elements
- Focused on making interactive 2D retro games easier to develop in as few lines of code as possible

3D Foraging Game | Code

A game focused on harvesting materials to create equipment

- Created a game using C# and Unity
- Implemented camera controls like zoom in and out
- Included user interface elements like a backpack and an object identifier
- Added player controls and skills such as mining and woodcutting