# Omar Shabana

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github.com/oshabana

## Education

**University of Toronto** **Toronto, ON**
*Honours Bachelor of Science,* *Expected: May 2021*

**Major:** Geographic Information Systems
**Minors:** Computer Science, Mathematics
**Related Coursework:** Software Development, Intro to Databases, Algorithm Design and Analysis, Web Development, Data Structures, Theory of Computation, Software Tools & Systems Programming

## Skills

**Languages:** JavaScript(ES6), TypeScript, HTML5, CSS3, Python, C, Java, C#, SQL
**Frameworks/Libraries:** React.js, Node.js, Express.js, Bootstrap, Ajax, Jest, Puppeteer
**Tools:** Git, Linux, MongoDB, Docker, Unit Testing

## Software Projects

**Covid-19 Shopping App** | Website, Code
  A web app designed to assist people who are more at risk of Covid-19 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 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
- 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

**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 mange authentication and user state
- Designed a REST 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 objects to extract relevant data

**3D Foraging Game** | Code
  A game focused on harvesting materials to create equipment and improve skills
- 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

## Work/Leadership

**Tim Hortons** **Mississauga, ON**
*Supervisor,* *September 2014 – December 2018*
- Oversaw all store operations when present
- Solved problems quickly in a fast paced, high stress environment
- Created and implemented a system to improve drive-thru service times by over 30% during peak hours