

# Omar Shabana

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## Education

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

## Skills

**Languages:** JavaScript (ES6), TypeScript, HTML5, CSS3, Python, C, Java, C#  
**Frameworks/Libraries:** 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
- Constructed with React.js, Node.js, Express.js and MongoDB
  - Collaborated with a team to build a full stack app
  - Added user authentication that 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 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