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 & 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, Debugging

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