SAMI IBRAHIM

Computer Science Graduate

EDUCATION

Bachelor's degree in Computer Science, 2020 – 2023
Concordia University – Montreal – Graduated with Distinction

Bachelor of Economics, Business Administration and Marketing, 2014 - 2018
Tishreen University - Lattakia

INDUSTRY EXPERIENCE

Software Engineering Intern   January 2022– June 2022
Zetane Systems Inc., Montreal, Quebec

- Helped design, implement, ship, and support software features, ensuring that deliverables were stable and well-tested.
- Improved front-end features by adding components and industry standard styling.
- Developed Google Analytics 4 functionalities.
- Increased Search Engine Optimization (SEO) scores from 65% to 100%.

PAST PROJECTS

AI Face Mask Detector: [Github](#)

- Implemented a Deep Learning Convolutional Neural Network (CNN) using Python and trained it to detect whether a person is wearing a face mask or not, as well as the type of mask that is being worn.

Serial Cleaners 3D Game: [Github](#)

- 3D multiplayer game built in Unity using C#
- Idea: Two players work together to clean a crime scene left behind by a serial killer. Their goal is to leave the crime scene squeaky clean in the shortest time possible before the next residents arrive.

Halloween fighters 2.5D Game: [GamePlay](#)

- 2.5D variation of Sunset Riders game built in Unity using C#. In this variation, rather than being set in beautiful sunset from the old west, the game takes place in a scary haunted manor.

Rentrack Data base: [GitHub](#)

- Designed a relational database using SQL to help streamline the process of managing customers, employees, reservations, invoices, and payments of truck renting company.

BattleShip Game: [GitHub](#)

- Used Java to build a version of the game of Battleship against the computer. This version of the game is played on a single 8 by 8 grids.

📍 Montreal

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LINKS

- [LinkedIn](#)
- [Github](#)

PROFILE

I am a recent graduate of Computer Science and Concordia University. I am looking to take on new challenges and expand my software engineering skills through a full-time position.

Throughout my academic career, I have had to develop code in teams at many different occasions. Through these projects, I have practiced the AGILE methodology. I thrive in teams and take on full ownership of my part on each project I work for.

SKILLS

Programming: Python, Java, JavaScript, C++, C#, and SQL. Object oriented programming, Front end development with ReactJS.

Languages: English, Arabic, German (Intermediate)

TOOLS

IDEs and environments: Visual Studio Code, Eclipse, PyCharm. Linux, MacOS, Windows

Project Management: Git, Github, GitLab

Other: Davinci Resolve, Unity