

SAMI IBRAHIM

Junior Software Engineer



LinkedIn



Portfolio Website



GitHub



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Montreal, Canada



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SKILLS

Programming: Python, Java, C++, C#, JavaScript, HTML, Kotlin and SQL.

Object oriented programming, front end development with React.JS

EDUCATION

BACHELOR OF COMPUTER SCIENCE

2020-2023

Concordia University – Montreal
Graduated with Distinction

BACHELOR OF ECONOMICS, BUSINESS ADMINISTRATION AND MARKETING

2014-2018

Tishreen University - Lattakia

LANGUAGES

English: Proficient

Arabic: Mother Tongue

German: Beginner

TOOLS

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

Project Management: Git, GitHub, GitLab.

Other: Davinci Resolve, Unity, Android Studio

PROFILE

I am a recent Computer Science graduate from Concordia University, eager to tackle new challenges and advance my software engineering skills in a full-time role.

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.

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

- Idea: 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.

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.

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.