

# SAMI IBRAHIM

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## 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

## 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 a 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.

 Montreal, Canada

 438-458-5543

 [sami23ibrahim@gmail.com](mailto:sami23ibrahim@gmail.com)

## 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

## 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.