SAMI IBRAHIM
Junior Software Engineer

in LinkedIn   GitHub   Potrfolio Website

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SKILLS

Programming: Python, Java, C++, C#, JavaScript, HTML, 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

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: 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.

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.