

Sami Tamer Arar

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Education

Polytechnique Montréal

BACHELOR OF SOFTWARE ENGINEERING

Montréal, Québec

Graduation date: June 2021

Professional experience

Matrox Electronic Systems Ltd.

SOFTWARE ENGINEERING INTERN

Dorval, Québec

May 2020 - Aug. 2020

- Worked on images analysis algorithms and machine vision of the Matrox Imaging Library (MIL) developed in C/C++/C#.
- Implemented quality assurance algorithms in C++ and Python (SQA testing) for Matrox Imaging Library features.
- Implemented a creation process of a new type of image with 1D and 2D barcodes in C++ for the Library robustness analysis.
- Worked in a collaborative environment with tools like SVN/Git, Jira, Confluence and Visual Studio.

Pratt & Whitney Canada

BUSINESS ANALYST

Longueuil, Québec

Jan. 2019 - Aug. 2019

- Deployed many functionalities and projects aimed to improve and transform the E-Business platform.
- Worked with an Agile methodology, Scrum and Kanban by doing sprints and assuring an up-to-date backlog with user stories on Sharepoint.
- Coordinated workshops with the stakeholders to define, document and prioritize the technical and business requirements.
- Managed clients' requirements, risks, impacts and bug fixes of the E-Business platform.
- Made use of big databases like SAP, CRM and ODS with SQL queries utilization (MS Access).
- Assisted development team with features implementation and validation.

Academic projects

Appartogo

ACADEMIC PROJECT, 4TH YEAR

Polytechnique Montréal, Québec

2020

- Designed and implemented, in a team, a search platform for apartments for rent while applying quality assurance.
- Planned, managed and delivered the project to the client following an agile process and using Azure DevOps tool.
- Worked in a full-stack environment with C# .NET Core and React/HTML5/CSS3/Bootstrap 4.

Cross-platform Android and Windows drawing and guessing game

ACADEMIC PROJECT, 3RD YEAR

Polytechnique Montréal, Québec

2019

- Planning, time management and requirements prioritization via the tool Redmine in an Agile way.
- Implemented a server-based application (Node.js) for 2 cross-platform synchronized applications : Windows (C#/WPF) and Android (Kotlin).
- Testing and validation of implemented components and documentation writing (requirements, use cases, software architecture UML).

Video game as a Web Application

ACADEMIC PROJECT, 2ND YEAR

Polytechnique Montréal, Québec

2017

- Developed a client-server using the MEAN Stack (MongoDB, Express, Angular and Node.js) using Typescript, Javascript, HTML and CSS.
- Applied moderns technologies like the 3D graphics library Three.js, Socket.IO and REST APIs.

Personal projects

2020 **Sushi Takeout:** Realtime Order tracking (*EJS • Node.js • MongoDB • Socket.IO*).

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2020 **Chess Game:** Simple 2-Player Chess (*Angular • Node.js • Socket.IO*).

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2020 **Top News:** News web app with Search functionality (*React • Node.js • NewsAPI*).

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Skills

Technical skills: Javascript • HTML/CSS/SASS • TypeScript • Express/Node.js • Angular/React
C/C++/C# (Visual Studio 2019) • .NET Core • Python • Kotlin (Android Studio)
Java (Eclipse/IntelliJ IDEA) • REST API/WebSocket • SQL/MongoDB • Git/SVN

General skills: Bilingual Communicator (french, english) • Leadership • Teamwork