

# Sami Tamer Arar

Laval (Québec) - Canada

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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).
- Implemented Software Quality Assurance algorithms in C++ and Python.
- Implemented a new Barcode image using the Matrox Image Processing Library in C++.
- 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 aimed to improve and transform the E-Business platform.
- Worked with Agile (Scrum and Kanban) & DevOps teams to ensure project progress satisfactorily.
- Coordinated workshops with stakeholders to define, document and prioritize clients requirements.
- Managed Bug fix process and Tickets management of the E-Business platform.
- Made use of big databases like SAP, CRM and ODS (with SQL).
- Assisted development team with features implementation and validation with usability testing.

## 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*).

[samiarar.com](http://samiarar.com)

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

[samiarar.com](http://samiarar.com)

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

[samiarar.com](http://samiarar.com)

## 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