# Seif Otefa

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## **EDUCATION**

## McMaster University

September 2024 - Present

Honors Computer Science, BASc

Hamilton, ON

Relevant Courses: Intro. to Programming (Python), Intro. to Full-stack Web Development (JavaScript, PHP), Development Basics (C, Git, Bash, Data Structures), Linear Algebra, Intro. to Computational Thinking (Haskell)

Cisco &

IT Essentials Certificate April 2023

## TECHNICAL SKILLS

Languages/Frameworks: Python, C, SQL (MySQL), JavaScript, HTML/CSS, PHP, React, Node.js, Haskell Developer Tools: Apache, Git, Github, UNIX, VS Code

## EXPERIENCE

## Product Manager Intern

March 2025 – Present

MoVA Realities Remote

- Conducted requirement analysis and designed system architecture for an AI-powered immersive experience platform, ensuring scalability and enterprise adoption.
- Developed a structured software development framework, defining key priorities for the **Minimum Viable Product** (MVP) with a focus on **AI integration** and **user experience**.

Student Instructor April 2025 – Present

Stanford University

Remote

- Taught Stanford's Code in Place (CS106A) course taken by over **1600 students**, and led weekly teaching sections for **15 students**, providing hands-on support, clarifying concepts, and facilitating group discussions to foster collaboration and enhance learning outcomes.
- Educated students on fundemental programming principles in **Python**, leveraging beginner-friendly libraries such as Stanford's **Karel and Tkinter**.

Founder

October 2024 – Present

Remote

- Created UI/UX designs using Figma and Canva, designed and implemented responsive, full-stack web applications for clients from scratch utilizing languages and frameworks including JavaScript/TypeScript,
- Partnered with local businesses to gather technical requirements, translating client needs into scalable web solutions and custom features.
- Deployed and optimized websites for clients through secure hosting solutions, implementing **SEO** best practices to improve search rankings and site performance.

#### Projects

## EvenMatch! $\mathcal{G} \mid C$ , Bash

- Designed and implemented a terminal-based 2048 game in C, featuring smooth movement and merging logic.
- Optimized game mechanics with efficient input handling and a structured modular approach for maintainability.

#### BookMate! | JS, PHP, MySQL

React, Tailwind CSS, Node.js and Python.

- Collaborated with a local business to develop a full-stack automated booking system using **Javascript**, **PHP** and **MySQL** database.
- $\bullet$  Optimized database queries and backend logic to improve booking efficiency, reducing load times by 50% and enhancing user experience

## $MatrixSolver \mid C, Bash$

- Designed and implemented a **library in C** for performing matrix operations, including addition, subtraction, multiplication, transpose, and solving linear systems using Gaussian elimination.
- Utilized **dynamic memory allocation and deallocation** to handle matrices of varying sizes, ensuring efficient resource usage and preventing memory leaks.