

# SHADI JIHA

## SUMMARY OF SKILLS AND QUALIFICATIONS

**Operating Systems** | Windows 10 • Windows 7

**Applications** | Microsoft Office: Word • Excel • PowerPoint • Microsoft Visual Studio • Eclipse • IntelliJ

**Programming** | C/C++ • C# • Python (beginner) • Java • JavaScript/TypeScript • HTML • CSS

**Platforms** | NodeJS • React (beginner)

**Other** | Visual Studio Code • GitHub

**Languages** | French | Spoken & Written • English | Spoken & Written • Arabic | Spoken & Written

**Licenses & Certifications** | Valid driving permit

## EDUCATION

**Bachelor of Computer Science – General program Co-op**

**2019–2022 (Expected)**

Concordia University, Montreal, QC

- Member of the Institute for Co-operative Education
- Relevant Courses: Object oriented programming; mathematics for computer science; applied ordinary differential equations

**DEC in Pure and Applied Sciences**

**2019**

Cégep de Sorel-Tracy, Sorel-Tracy, QC

## WORK EXPERIENCE

**Software Developer**

**May 2018–September 2019**

Bijouterie Hamel, Contrecoeur, QC

- Building a website for a commercial store
- Managing store's social media and interacting with clients

**Core Competencies:** Oral and written communication, Decision-making, Teamwork

**Touristic Guide**

**June 2019–September 2019**

Maison Lenoblet-du-plessis Museum, Contrecoeur, QC

- Guiding visitor through the ancient house
- Take care of old material that needs to be handled carefully

**Core Competencies:** Memorizing, Teamwork

**Day Camp Leader**

**June 2017–August 2017**

Camp de jour, Contrecoeur, QC

- Guide and entertain children
- Develop a weekly activity program for his group according to the criteria established by the bosses
- Collaborate in the organization and animation of special days
- Ensures the safety of children

**Core Competencies:** Decision-making, Teamwork, Patience, Vigilance

## PROJECTS

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### Simple 3D engine from scratch (Personal)

2019–present

- Built a simple 3D engine in C++ from scratch
- Involved a lot of mathematics such as: Vector operations, Matrix operations, Matrix multiplications, Vector projections, sorting.
- The engine could display simple 3D shapes such as cubes on windows console.

**Core Competencies:** Core Matrix and Vector manipulations, Understanding computer graphics and 3D rendering

### 2D GUI sudoku solver (Personal)

2019–present

Concordia University, Montreal, QC

- Built a Graphical user interface of a Sudoku board solver
- Involves a lot of computer science aspects such as: Recursion, Backtracking algorithm, Dealing with 2D graphics

**Core Competencies:** Critical thinking, Problem analysis, Algorithm design and knowledge

### 2D HTML canvas game (Personal)

2018–present

- Built a 2D game using HTML5, CSS and JavaScript
- Involved a fair amount of mathematics such as: Collision detection
- Involved a lot of client-side programming such as: Dealing with DOM elements, Dealing with 2D graphics rendering, Deep knowledge in object-oriented programming.
- Involved a lot of server-side programming such as: Sockets sending and handling, Saving to databases with NodeJS

## VOLUNTEER WORK

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### Library Organizer

August 2015-April 2016

Public library, Contrecoeur, QC

- Helped improving book searching and sorting in the public library of Contrecoeur

## INTERESTS

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Reading	Physics, math and programming books
Sports	Soccer, badminton
Passions	Gaming, programming, physics