CO-OP

UNIVERSITÉ
Concordia
UNIVERSITY

INSTITUTE FOR
CO-OPERATIVE EDUCATION

SHADI JIHA

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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, Contrecœur, 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, Contrecœur, 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, Contrecœur, 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

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

Library Organizer   **August 2015-April 2016**
Public library, Contrecœur, QC

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

INTERESTS

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