## **SHADI JIHA**

## **LinkedIn** <https://www.linkedin.com/in/shadi-jiha-0a5267196/>

## **•GitHub** <https://github.com/shadijiha>

**SUMMARY OF SKILLS AND QUALIFICATIONS**

**Applications │** Microsoft Office • Microsoft Visual Studio • Eclipse • IntelliJ

**Programming │** C/C++ • C# • Java • JavaScript/TypeScript • HTML • CSS

**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; probability and statics

**DEC in Pure and Applied Sciences** **2019**

Cégep de Sorel-Tracy, Sorel-Tracy, QC

**WORK EXPERIENCE**

**Website and social media manager May 2018–September 2019**

Bijouterie Hamel, Contrecœur, QC

* Managing store’s social media and interacting with clients
* Responding and keeping the store’s website up to date

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

**Touristic Guide June 2019–September 2019**

Maison Lenoblet-du-plessis Museum, Contrecœur, QC

* Taking 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

* Collaborate in the organization and animation of special days
* Ensures the safety of children

**Core Competencies:** Teamwork, Patience, Vigilance

**PROJECTS**

**Simple 3D engine from scratch (Personal) 2019**

* Built a simple 3D engine in C++ and Java 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 or obj files to the screen.

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

**2D GUI sudoku solver (Personal) 2019**

Concordia University, Montreal, QC

* Building a Graphical user interface of a Sudoku board solver
* Understanding 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**

* 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