## **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, 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