

# Antoine Tabet

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## EDUCATION

### University of Toronto

Toronto, ON

*B.A.Sc. Electrical & Computer Engineering (Minor in Business and AI)*

Aug. 2024 – May 2029

- Cumulative GPA: **3.83/4.0** | Fall **2025** Sessional GPA: **3.94/4.0**.
- Academic Honors: Dean's List (**2024–2025**, Fall **2025**).
- Relevant Courses: **Machine Learning, Data Structures & Algorithms, Digital Systems, OOP**.

## WORK EXPERIENCE

### Software Engineering Intern

May 2025 – June 2025

*Aspire Software*

*Lebanon*

- Engineered **5** full-stack applications using **Next.js** and **Supabase** to deliver **10+** features.
- Designed **PostgreSQL** schemas and **RESTful API** architectures for **1,000+** daily requests.
- Optimized **15+** backend queries via profiling, achieving a **35%** reduction in response latency.
- Implemented **Row-Level Security (RLS)** and auth middleware, decreasing vulnerabilities by **20%**.
- Authored unit tests for core modules, ensuring **95%** code coverage and reducing production bugs.

### Founder and System Designer

August 2025 – Present

*WorldEd*

*Toronto, ON*

- Architected a mission-driven web application using **React** and **TypeScript** for **500+** users.
- Integrated AI-assisted tools (**Cursor**, **Copilot**) to accelerate prototyping velocity by **40%**.
- Selected for the **Millennium Fellowship (UN-Impact)** to lead local education SDG projects.
- Conducted **12** usability sessions via **A/B testing** to increase completion rates by **15%**.

## PROJECTS & LEADERSHIP EXPERIENCE

### **N3XU\$ Identity Protocol** | *Next.js 15, FastAPI, Gemini 2.0 Flash, Drizzle*

Dec. 2025 – Present

- Engineered an AI-native telemetry dashboard using **Next.js 15** and **FastAPI** for research.
- Integrated **Gemini 2.0 Flash** for a multi-modal "Neural Audit" engine converting PDFs to JSON.
- Architected an "Identity Vault" using **Supabase SSR** and **Drizzle ORM** to track user data roadmaps.
- Designed a real-time UI with **Recharts** to visualize academic trajectory and performance telemetry.

### **Click-A-Mole Game Engine** | *C++, Object-Oriented Programming*

September 2025 – Present

- Developed C++ engine with **Finite-State Machines** to manage **4** states with millisecond accuracy.
- Implemented custom **memory management** and logic classes to ensure stable **60 FPS** performance.
- Leveraged OOP inheritance to build components, cutting gameplay development time by **20%**.
- Authored **25+** pages of technical documentation covering class hierarchies and engine architecture.

### **Archival Bookend Design (Team Lead)** | *Engineering Design, Management*

January 2025 – April 2025

- Led **6-member** team to design supports for archival volumes, exceeding load capacity by **25%**.
- Evaluated **61** design concepts via **Pugh matrices** to improve structural stability by **15%**.
- Presented prototype to **3** industry stakeholders, receiving a **95%** approval rating on preservation.

### **Harvard Model United Nations** | *Diplomacy, Public Speaking*

January 2023

- Represented Denmark and earned **Diplomatic Commendation** among **300+** international delegates.
- Collaborated with peers to co-author **3** passed resolutions on global geopolitical issues.

## TECHNICAL SKILLS

**Languages:** Python, C/C++, JavaScript, TypeScript, SQL (Postgres), Verilog, HTML/CSS

**Frameworks:** React, Next.js 15, FastAPI, Node.js, Tailwind CSS, Drizzle ORM, Supabase SSR

**Tools:** Git, GitHub, VS Code, Supabase Auth/Storage, Figma, Linux, Cursor/Copilot, Recharts

**Foundations:** Data Structures, Algorithms, RAG Architectures, OOP, SDLC, Agile