Tony Zeidan
613-608-0124
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TONY ZEIDAN

PROFILE

Tony Zeidan holds a Bachelor's Degree in Engineering (Software) from Carleton University and is actively seeking a position in a progressive organization. With a strong technical background and effective communication skills, he aims to contribute to software development goals. Tony possesses expertise in software development, web development, cybersecurity, data science, and machine learning. He is proficient in Python, Java, C, C++, GoLang, HTML, CSS, and JavaScript. Tony has experience with frameworks such as ReactJS, Python Flask, and SpringBoot, and is skilled in utilizing tools like NodeJS, Anaconda, Pandas, Office 365, and JIRA. He is also well-versed in version control systems like Git/GitHub and has familiarity with operating systems like Windows, Linux, and QNX.

EXPERIENCE

Surveillance Engineering Student
May 2022 – September 2022 (4 months)
NAV Canada

- Developed a configurable installation-site specific installer for a React/Electron project (called CAMP6) using INNO Setup.
- Conducted test cases and performed code reviews to ensure quality control.
- Extended documentation to incorporate new terminologies.
- Worked on a team developing systems for managing air traffic surveillance data.
- Collaborated in AGILE development with daily scrums and task reviews.
- Made patches and configuration changes to SIN software (QNX 7.1) and CAMP4 systems.

Developer/Analyst
February 2021 – January 2022 (10 months)
Canadian Joint Operations Command (CJOC), Department of National Defence
GeoHexViz

- Created a Python package for the generation of hexagonally binned geospatial plots.
- Developed a script to simplify the process of creating these maps for non-technical users.
- Presented the package at seminars and used it to contribute to an aeronautical Search and Rescue study.
- Participated in team meetings, brainstorming sessions, and weekly CJOC meetings.
- Developed a DND reference document for the package which was then published internally.
  - https://cradpdf.drdc-rddc.gc.ca/PDFS/unc381/p814091_A1b.pdf
- Developed an article and submitted the software to the Journal of Open-Source Software (JOSS).
  - Journal accepted the software, and it can be found at https://joss.theoj.org/papers/c051df96dac973486cc312452575e804

APPLIED PROJECTS (*after-hours developmental projects)*

APPLIED PROJECT #4
September 2022 – May 2022 (8 months)
Primary Developer, Team Lead
EVASE (Python Flask, React JavaScript)

- Developed a web application for security analysis of Python back-end code.
- Implemented SQL injection vulnerability detection algorithms.
- Collaborated with a team using AGILE methodology.
- Designed and developed the front-end using ReactJS.
- Wrote both unit tests for the individual components and integration tests for the system.

APPLIED PROJECT #3
January 2023 – May 2023 (5 months)

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Primary Developer
Fake Amazon Bookstore (SpringBoot, JavaScript/JQuery, Thymeleaf)

- Collaborated in a team using AGILE methodology to develop an Amazon Bookstore simulation.
- Implemented user functionality for browsing, adding, and removing books from a shopping cart.
- Developed SpringBoot controllers and services, enhancing the user experience with JavaScript and HTML components.
- Diligently documented code with JavaDoc comments, ensuring readability and maintainability for fellow team members and future developers.

APPLIED PROJECT #2
September 2020 – September 2021 (13 months)
Primary Developer
Ruby Bot (Java)

- Designed and assembled a Discord chat bot for the management of Discord chat servers.
- Used the API for Discord to allow the bot to subscribe to incoming messages and respond to them accordingly.
- Joined the Discord API community to seek help with using the API.
- Performed many manual tests in test discord servers and ensured correct operation.
- *Another project to come using Java and Spring Boot.*

APPLIED PROJECT #1
September 2019 – January 2020 (5 months)
Primary Developer, Team Leader
RISK Game (Java, Java Swing)

- Developed a Java Swing-based game inspired by the popular board game RISK as part of a school project.
- Designed and implemented the algorithms for the Artificial Intelligence (AI) players.
- Took responsibility for creating many aspects of the User Interface (UI), including the interactive map and stats panel.
- Documented all the functions and codebase using JavaDoc for better understanding and maintainability.
- Applied problem-solving skills to develop the game logic and to debug issues during development.
- Worked independently on the project, showing initiative and self-learning ability.

EDUCATION

Bachelor of Engineering, Software (SYSC), Carleton University (Ottawa ON), May 2023

- Entrance Scholarship ($2000)
- **Record of Grades** - Tony Abou Zeidan(Software Engineering – SYSC)
  - Cumulative Grade Point Average: 11.10/12 (A)
  - Number of Academic (4 month) Terms Completed: 8
  - Co-op (4 Month) Work Terms Completed: 4

VOLUNTEER/EXTRACURRICULAR EXPERIENCE

Guest Lecturer
April 2023 – May 2023/Present (2 months)
Holy Trinity Catholic High School, Ottawa ON

- Lectured various students in the Computer Science class about the field of computer science and what I learned during my education and work experience.
- Acted as a contact for students to ask questions apart from the guest lectures.