

Victor Correa Suleiman

Software Developer | Engineer

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PROFILE AND HIGHLIGHTS

- ➔ Computer Science post-graduate with outstanding achievement in the program, recognized by the Dean and awarded by the college and internal developers club;
- ➔ Experience with troubleshooting and debugging code by working as a student lab assistant in college;
- ➔ 2+ years of experience with academic and personal projects, both alone and working with a team, mostly with Unity and mobile Android frontend and backend development, applying the latest implementation solutions, good practices and design patterns to the projects.

TECHNICAL SKILLS

LANGUAGES	C, C++, C#, CSS, HTML, Java, Javascript, Kotlin, PHP, Python, SQL.
PLATFORMS AND FRAMEWORKS	Unity, Visual Studio, Android Studio, Git and GitHub, SQL Server, MySQL, SQLite, MongoDB, Node.JS, AJAX, JQuery, React, Flask, Socket.IO, Microsoft Office.

FEATURED PROJECTS

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| 2021 | <p>aioRESTAURANTS
https://github.com/victorsuleiman/aioRestaurants</p> <p>Final course project, responsible for the development of a point-of-sale mobile app, implemented with a Python and Flask backend and Kotlin on the frontend. Built data communication between MongoDB, backend and frontend using JSON data parsing, PyMongo, Socket.IO and Room, and data flow between the database and UI layers on the frontend through view models, live data, observers and co-routines. Also hosted the backend on Heroku using Gunicorn.</p> |
| 2020 | <p>TAPPY FOR ANDROID
https://github.com/victorsuleiman/TappyForAndroid</p> <p>A collection of minigames implemented in Java using Android Studio, exploring game design concepts, layout and UI building, database implementation with SQLite, co-routines and timers, graphs, classes and design patterns. Highly praised by the teacher and course colleagues due to its aesthetic, project uniqueness and different concepts implemented.</p> |
| 2020 | <p>CARTILHA CARD GAME
https://github.com/victorsuleiman/CartilhaGame https://czzbandicoot.itch.io/cartilha</p> <p>Most recent Unity personal project, implemented using Unity Engine with the C# framework. Explored and learned some concepts like RayCast to detect mouse clicks, how to keep track of the game state, update scores and make it playable in mobile phones, alongside the previous knowledge from Block Breaker (see below). Last development updates include Mirror networking (Network Behaviour, SyncVars, Callbacks, RPCs) to make it playable as an online multiplayer game.</p> |

PROFESSIONAL EXPERIENCE

MAY 2021	DOUGLAS COLLEGE
AUG 2021	<i>Student Lab Assistant</i> Responsible for clarifying student doubts and troubleshooting/debugging their code on C#, Java and Web Development during classes and open labs. Thanked by the teachers and supervisors for providing clear explanations and endorsed for having solid knowledge on the subjects to properly and efficiently help students who are in a learning process.
OCT 2019	TOYS “R” US CANADA
MAY 2021	<i>Sales Associate</i> Was in constant connection to Canadian work culture and residents, improving communication and English skills. Responsibilities included: <ul style="list-style-type: none">➔ Recommending and help customers find products that best fit their needs;➔ Operating cash registers and query Inventory Management Systems;➔ Recommending product protection plans, subscriptions to the store club and ask for donations to charity institutions during customer purchases.
2017	ELEKTRO REDES S.A. <i>Intern</i> Worked in the HR department with SAP systems to gather raw data from employees and used tools like SQL, Microsoft Access and Excel to parse the data and make it presentable and analyzable for managers and executives. Simplified data gathering process and was in constant communication with third-parties for People Analytics data gathering purposes.

LANGUAGES

ENGLISH	<i>Fluent</i>	103/120 (85%) Score on Toefl iBT English Test in December 2018; Cambridge’s First Certificate in English (FCE) in 2011 (4 years of study).
PORTUGUESE	<i>Fluent</i>	Native Language.

ACADEMIC EDUCATION

Present	COMPUTER AND INFORMATION SYSTEMS POST-BACCALAUREATE DIPLOMA Douglas College
2017	MECHANICAL ENGINEERING BACHELOR’S DEGREE Campinas State University (UNICAMP)