Wuhib Mezemir

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PROFESSIONAL SUMMARY

Driven third-year Computer Science student with proven experience in planning, developing, testing, and deploying software. Experience working collaboratively in leadership roles. Excellent understanding of Computer Science fundamentals and strong problem-solving skills.

PROJECTS

JamJournal | *Python, Django, PostgreSQL, Docker*   Feb 2025 – Present
- Developed a full-stack web application for reviewing music using Django and Spotify's API for data
- Utilized Django's ORM and migrations for database management to store user reviews and interactions
- Achieved secure authentication with Django's built-in session-based authentication
- Deployed to an Ubuntu server on an AWS EC2 instance
- Containerized the application with Docker along with a Postgresql database and an Nginx proxy, with a gunicorn WSGI server

Rentify | *Java, FireBase, Android Studio, Maven, XML, Git*   Sep 2024 – Jan 2025
- Developed an android application to facilitate renting items using Java with Android Studio
- Comprehensively planned out development with UML and use-case diagrams abiding by SDLC best practices
- Utilized FireBase to implement role-based authentication and store app data
- Gained experience with group work and leadership, ensured the group met deadlines in their designated roles
- Utilized GitHub for effective collaboration and version control

Guess the Flag | *Swift, SwiftUI*   Sep 2023 – Oct 2023
- Developed an iOS game using SwiftUI that quizzes the user on the flags of the world
- Applied declarative, object-oriented and functional programming paradigms to ensure functionality
- Utilized UI design fundamentals to create a well designed interface consistent with SwiftUI's design language
- Leveraged the Model-View-Viewmodel (MVVM) architectural pattern to neatly separate the logic and GUI

Scrabble | *Java, JavaFX, JUnit*   Apr 2023 – June 2023
- Developed a JavaFX application that implements the popular board game, Scrabble
- Developed an algorithm capable of playing scrabble so users can play against the computer
- Used various Abstract Data Types to store relevant information such as the English Dictionary and the guesses from the player and computer
- Utilized Object-Oriented programming to implement the functionality of the game
- Used principles of the SDLC, comprehensively planned using UML diagrams and extensively unit tested with JUnit

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, Swift, Go-lang, SQL, HTML/CSS,
Frameworks: React, NEXT.js, Spring Boot, Django, Django REST framework, JavaFX, WordPress
Testing frameworks: JUnit, Pytest, unittest, Selenium, Appium
Developer Tools: Git, Docker, Github Actions, AWS, Visual Studio, JetBrains IDEs, Eclipse

EDUCATION

University of Ottawa   Ottawa, ON
Hons. Bachelor of Science in Computer Science, GPA:9.4/10   *Sep 2023 – May 2027*

Ashbury College   Ottawa, ON
Ontario Secondary School Diploma   *Sep 2021 – June 2023*

AWARDS AND ACHIEVEMENTS

Completion of HarvardX's CS50 Course
Completion of Scrimba Courses: Learn UI Design, Learn React, Advanced React
Dean's Honour List