

# Wuhib Mezemir

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## PROFESSIONAL SUMMARY

Ambitious and 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 as demonstrated by my academic performance.

## PROJECTS

<b>JamJournal</b>   <i>Python, Django, PostgreSQL, Docker</i>	Feb 2025 – Present
<ul style="list-style-type: none"><li>Developed a full-stack web application for reviewing music using Django</li><li>Used the Spotify API to retrieve music data</li><li>Used Django's ORM and migrations for database management to store user reviews and interactions</li><li>Made use of Django's built-in session-based authentication to ensure security</li><li>Revamping the front end to use React instead of Django templates for improved composability and reusability</li><li>Containerized the application with Docker along with a Postgres database and Nginx for static files, with a gunicorn WSGI server</li></ul>	
<b>Rentify</b>   <i>Java, FireBase, Android Studio, Maven, XML, Git</i>	Sep 2024 – Jan 2025
<ul style="list-style-type: none"><li>Used Java with Android Studio to develop an android application to facilitate renting items</li><li>Created UML and use-case diagrams to plan out the development and abide by SDLC best practices</li><li>Used FireBase to implement role-based authentication and store app data</li><li>Gained experience with group work and leadership, ensured the group met deadlines in their designated roles</li><li>Utilized GitHub for effective collaboration and version control</li></ul>	
<b>Guess the Flag</b>   <i>Swift, SwiftUI</i>	Sep 2023 – Oct 2023
<ul style="list-style-type: none"><li>Developed an iOS game using SwiftUI that quizzes the user on the flags of the world</li><li>Utilized different programming paradigms, mainly declarative, object-oriented and functional programming</li><li>Utilized UI design fundamentals to create a well designed interface consistent with SwiftUI's design language</li><li>Used the Model-View-Viewmodel (MVVM) architectural pattern to neatly separate the logic and GUI</li></ul>	
<b>Scrabble</b>   <i>Java, JavaFX, JUnit</i>	Apr 2023 – June 2023
<ul style="list-style-type: none"><li>Developed an application using JavaFX that implements the popular board game, Scrabble</li><li>Used various Abstract Data Types to store relevant information such as the English Dictionary and the guesses from the player and computer</li><li>Developed an algorithm capable of playing scrabble</li><li>Utilized Object-Oriented programming to implement the functionality of the game</li><li>Used principles of the SDLC, comprehensively planned using UML diagrams and extensively unit tested with JUnit</li></ul>	

## 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, JUnit, WordPress, Pytest

**Developer Tools:** Git, Docker, Github Actions, AWS, Visual Studio, JetBrains IDEs, Eclipse

## EDUCATION

<b>University of Ottawa</b>	Ottawa, ON
<i>Hons. Bachelor of Science in Computer Science, GPA:9.4/10</i>	Sep 2023 – May 2027
<b>Ashbury College</b>	Ottawa, ON
<i>Ontario Secondary School Diploma</i>	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**