

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

JamJournal | *Python, Django, PostgreSQL, Docker*

Feb 2025 – Present

- Developed a full-stack web application for reviewing music using Django
- Used the Spotify API to retrieve music data
- Used Django's ORM and migrations for database management to store user reviews and interactions
- Made use of Django's built-in session-based authentication to ensure security
- Revamping the front end to use React instead of Django templates for improved composability and reusability
- Containerized the application with Docker along with a Postgresql database and Nginx for static files, with a gunicorn WSGI server

Rentify | *Java, FireBase, Android Studio, Maven, XML, Git*

Sep 2024 – Jan 2025

- Used Java with Android Studio to develop an android application to facilitate renting items
- Created UML and use-case diagrams to plan out the development and abide by SDLC best practices
- Used 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
- Utilized different programming paradigms, mainly declarative, object-oriented and functional programming
- Utilized UI design fundamentals to create a well designed interface consistent with SwiftUI's design language
- Used the Model-View-Viewmodel (MVVM) architectural pattern to neatly separate the logic and GUI

Scrabble | *Java, JavaFX, JUnit*

Apr 2023 – June 2023

- Developed an application using JavaFX that implements the popular board game, Scrabble
- Used various Abstract Data Types to store relevant information such as the English Dictionary and the guesses from the player and computer
- Developed an algorithm capable of playing scrabble
- 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, JUnit, WordPress, Pytest

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