ALY TARFA

Richmond Hill, Ontario — alytarfa@gmail.com — (647) 972-2444 — Linkedin — alytarfa.me

EDUCATION

Carleton University, Ottawa, Ontario   September 2022 — April 2027
Bachelor of Computer Science: Software Engineering Stream, CO-OP   Third Year Standing
CGPA: 10.10 (A)

EXPERIENCE

Toppings   June 2023 - August 2023
Restaurant Worker   Richmond Hill, Ontario

- Assisted customers in a friendly and professional manner, providing exceptional customer service.
- Maintained a clean and organized cashier station, ensuring supplies were stocked and readily available.
- Resolved customer complaints and inquiries promptly, enhancing overall customer satisfaction.
- Managed the opening and closing procedures of the restaurant.
- Handled cash transactions accurately and efficiently, including processing credit/debit card payments

Sleekkut   June 2021 - August 2022
Social Media and Marketing Manager   Richmond Hill, Ontario

- Monitored social media channels and engaged with the audience to build brand loyalty.
- Supported content creation efforts, including writing posts, creating graphics, and producing videos.
- Assisted in managing social media advertising campaigns and tracking their performance.
- Helped analyze social media data to derive actionable insights for strategy improvement.

PROJECTS

ASCII Art Web App   November 2023 - January 2024
https://github.com/xQuilled/ascii-art-app   node.js, SQLite, express, CSS, HTML, Javascript

- Integrated an external API to enable users to generate text-based ASCII art, adding a unique feature to the website.
- Created a reliable database with SQLite3 that enhances the overall performance and security of the website, ensuring smooth user interactions and data integrity.
- Implemented user authentication and authorization, allowing users to register and login with a username and password.
- Designed a responsive and intuitive user interface, resulting in a seamless user experience.

Within Yourself — 3D Video Game   December 2021 - January 2022
https://quilled.itch.io/within-yourself   Godot Engine, Blender, GDScript, Audacity

- Successfully designed and developed a 3D horror game, utilizing the Godot Engine and Blender for character modeling and environment design.
- Conceptualized and crafted a captivating game narrative, character interactions, and immersive horror atmosphere, resulting in a game that received over 10,000 downloads and an overall rating of 4.5/5.
- Implemented game mechanics, including player movement, interactions, and enemy AI, resulting in seamless and engaging gameplay
- Ensured the game's compatibility with both Windows and Mac platforms, expanding its reach to a broader audience.

SKILLS

- **Technical** web development, software development, video editing, photo editing, Excel, programming.
- **Communication:** Fluent in English and Arabic, with excellent writing and verbal communication skills.
  Excellent time management and organizational skills
  Team collaboration and leadership abilities
  Critical thinking and problem-solving skills
  Adaptability and ability to learn new technologies quickly