

# ALY TARFA

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## EDUCATION

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**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

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**Toppings**

June 2023 - August 2023

*Cashier*

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 cashier station.
- Handled cash transactions accurately and efficiently, including processing credit/debit card payments

**Sleekkut**

June 2021 - August 2022

*Woodworking Assistant*

Richmond Hill, Ontario

- Ensured precise measurements, accurate cutting, shaping, and assembly of wood materials.
- Utilized woodworking tools, machinery, and techniques to create high-quality, custom-made wood products.
- Maintained a safe and clean work environment, adhering to safety protocols and proper use of equipment.
- Collaborated with team members to complete projects within deadlines, ensuring customer specifications were met.

## PROJECTS

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**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

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- **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