Abdullah Zubair

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Summary of Qualifications

Languages: Java, Python, C, C++, SQL (MySQL), JavaScript (Node.js), TypeScript, HTML/CSS, LaTeX
Frameworks: Spring Boot, Angular, Django, WordPress, Bootstrap
Tools: Linux (Ubuntu & Arch Linux), Git, IntelliJ IDEA, Sublime Text, Visual Studio Code, CLion, Eclipse, Postman, DBeaver, phpMyAdmin, Vim
Libraries: JSoup, Java Discord API, BeautifulSoup4, Matplotlib, Python requests
Other Software: VirtualBox, VMWare, Google Docs, Microsoft Word, Google Sheets, draw.io (diagrams.net), Photoshop, Photopea, Canva

Volunteering Experience

uOMSA Website Developer — Ottawa, ON
University of Ottawa Muslim Students Association — *November 2025 – Present*
- Responsible for helping develop uOMSA's official website: uomsa.ca
- Planning the new Library System developed by uOMSA

IEEE Math Mentor — Ottawa, ON
University of Ottawa IEEE Club — *December 3rd, 2025*
- Mentored students in MAT1341 (Introduction to Linear Algebra) by going over previous final exam

Volunteer Software Engineer — Virtual
Ekopii — *June 2025 – Present*
- Developed the first version of PixFixer using Laravel

SpaceMentors RISE Project Volunteer — Virtual
SpaceMentors Discord Server — *June 2025 – Present*
- Helped develop the website for the project: https://katerib.github.io/RISE/
- Helped develop/plan pseudocode for the software team

Education

University of Ottawa (Current CGPA: 9.47) — Ottawa, ON
Honours Bachelor of Science in Computer Science — *Septemper 2024 – Present*
- Member of Computer Science Club
  - Participant of the book club: currently reading *To Mock a Mockingbird*

Colonel By Secondary School — Ottawa, ON
Cumulative Average above 90% — *Septemper 2021 – June 2024*
- Executive of Computing Club (a.k.a. Competitive Programming Club) in Grade 11 & 12
  - Helped prepare a programming contest and gave a presentation on Time Complexity

Ottawa Carleton Virtual Secondary School — Ottawa, ON
Cumulative Average above 95% — *Septemper 2020 – June 2021*

Certifications

Java (Basic) Certificate from HackerRank | *No expiration date* — Issued June 21st, 2020
- Credential ID: `9FD9E98366BE`
- Certification URL: https://www.hackerrank.com/certificates/9fd9e98366be
- Please note that the HackerRank certificates are in my old name; I have a Canadian Name Change Certificate

JavaScript (Basic) Certificate from HackerRank | *No expiration date* — Issued June 21st, 2020
- Credential ID: `92BE5847425F`
- Certification URL: https://www.hackerrank.com/certificates/92be5847425f

Projects

ChronosCloud | *AI/ML, Python, JavaScript, Next.js* January 2026

- Made for **uOttaHack 8**
- A web app that reports and controls weather crises in Ottawa, Canada
- Uses an agentic mesh of AI models to make action plans and re-route traffic
- Has access to 14 APIs and employs 7 AI models
- **Skills used/learned:** Python, AI/ML, JavaScript, Next.js, API

DroneSniffers | *AI/ML, Python* November 2025

- Made for **Ottawa Defense Tech Hackathon**, 2025; Our team came in roughly 4th place out of 10
- An AI that differentiates military-grade drones based off sound
- Our team was one of 10 teams chosen out of roughly 87 teams across Canada
- **Skills used/learned:** Python, AI/ML, FFT, Sound processing algorithms

PixFixer | *Laravel, MySQL* June 2025 – September 2025

- Website for an image-editing service made for a client
- Connects clients/customers to the designers/owners of the website who will provide image editing services
- Made using Laravel, MySQL database, Bootstrap frontend
- **Skills used/learned:**
  - Laravel, PHP, MySQL, Bootstrap
  - Building Entity Relation Diagrams
  - Reading and producing Software Requirements Specification documents
  - Working, planning, meeting and interacting with clients

RISE | *Bootstrap, FormSubmit, HTML, CSS, JS, Python* June 2025 – Present

- A charging bay aimed for drones used in Mars missions
- Helped build the website and planning out the software of the charging bay
- Software for charging bay temporarily planned out with Pythonic pseudocode
- **Skills used/learned:** Bootstrap, HTML, CSS, JS, Python

Social Credit Bot | *Java Discord API* December 2024 – Present

- A Discord bot with a currency system ("social credit")
- Commands include: `/credit`, `/leaderboard`, `/profile`, `/cat`, `/rob`, `/daily`
- **Skills used/learned:** Java Discord API, using multiple .csv files as a small database, using Jackson to parse JSON retrieved from HTTP requests

Driving Spotter | *Spring Boot, React Native* January 2025

- Made for **uOttaHack 7**
- A mobile app that allows users to report parking infractions to 3-1-1
- Backend: Java Spring Boot; Frontend: React Native
- Responsibility: build the backend
- **Skills used/learned:** Building a REST API with Spring Boot and communicating with GroqAI's Image OCR API to grab license plate text

Poker (without gambling) | *C++* April 2024

- Project for Grade 12 ICS4U Introduction to Computer Science course (**grade: 95 to 100%**)
- A 1-round console-based Texas hold 'em game **without** gambling
- **Skills used/learned:** Practically applied theoretical OOP & C++ concepts learned in class

VoteNote | *Django, Bootstrap, Material Design, Chart.js* August 2022

- Made for **AbraCadabra Hacks 2** (hosted by MLH), in which we **won 2nd place**
- A simple voting/polling web app built with Django
- The backend (which was my focus) was made with Django
- The frontend (which was my partner Pasindu's focus) was made with Bootstrap and Material Design
- Displays a Chart.js graph that shows poll results after voting
- **Skills used/learned:** Learned how to track polls by IP address, allowing for anonymous but accurate votes

Snek | *HTML5 Canvas, CSS, JavaScript* January 2022 – June 2022

- Final project (summative) for Grade 10 ICS2O Introduction to Computer Science course (**grade: 95 to 100%**)
- This is a snake game that supports gameplay with or without walls
- Uses the HTML5 Canvas API for animation
- Includes several levels (each new level increases the game FPS, thus making it harder)
- **Skills used/learned:** Graphics programming using HTML/JavaScript and implementing a keyboard input buffer to reduce input lag