

# Zaid Ahmad

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## PROFILE

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Computer Science student at Carleton University with experience in JavaScript, Firebase, and Python. Skilled in problem-solving, collaboration, and leadership, demonstrated through hackathon participation and team roles. Proven ability to work in fast-paced environments, as shown in my role at McDonald's where I ensured customer satisfaction and maintained high standards. Eager to apply technical and interpersonal skills in a software development or tech-related role.

## EDUCATION

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**Bachelor of Computer Science, Honours - CGPA - 9.0**

09/2024 – present

*Carleton University*

Ottawa, Canada

- Coursework in Python & Java
- Coursework in Data Structures & Algorithms
- Coursework in OOP Concepts
- Coursework in Calculus and Linear Algebra

## PROFESSIONAL EXPERIENCE

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**Crew Member**

08/2022 – present

*McDonald's*

Ottawa, Canada

- Cleaned food preparation areas, cooking surfaces and utensils throughout shifts.
- Ensured customer satisfaction with prompt and accurate order fulfillment.
- Upheld health and safety guidelines whilst preparing food items preventing cross-contamination risks.
- Followed optimum procedures and daily checklists to keep establishment in compliance with health and safety codes.
- Took orders at counter and drive-through with clear communication and professionalism.

## TECHNICAL SKILLS

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- **Languages:** Python, Java, and C
- **Developer Tools:** VS Code and IntelliJ IDEA
- **Technologies/Frameworks:** Node.js and Flask
- **Libraries:** Matplotlib
- **Databases:** Firebase

## PROJECTS

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**Homeless Shelter Finder**

*CUHacking 2025 Hackathon Project*

**About**

Homeless Shelter Finder is a React Native application that allows users to swipe left (skip) or right (save) on homeless shelters based on their location, gender preferences, and amenities. The project is powered by Firebase Firestore for shelter data storage and Node.js Express backend for handling API requests.

**Arduino Memory Colour Game**

*Midterm Highschool Project*

Developed an interactive colour memory game using Arduino, incorporating LED buttons, sound feedback, and an LCD display. Designed to challenge memory skills, the project allows users to follow and replicate a growing sequence.