ZEYAD OMRAN

zeyad.omran@ucalgary.ca | linkedin.com/in/zeyadomran | github.com/zeyadomran | zeyadomran.com

EDUCATION

University of Calgary Calgary, AB
Bachelor of Science in Computer Science with Internship Program *Sep. 2019 – May 2024*
- Concentration in Human-Computer Interaction
- Relevant Courses: OOP, Data Structures and Algorithms, Programming Paradigms, Principles of Operating Systems, Computer Networks, Database Management Systems, Human-Computer Interaction, Computing Machinery

WORK EXPERIENCE

Incoming Front End Developer Intern May 2022 – Aug 2023
IBM *Markham, ON*
- I will be joining the Cloud and Cognitive Software Team as an Intern for 16 months

CLUBS AND ACTIVITIES

Project Manager Sep 2021 – Present
Tech Start UCalgary *Calgary, AB*
- Designed and built a platform for students to connect with others in the same university to study together and make connections
- Managed a team of 6 to develop a mobile app using React Native as a mobile-first approach
- Planned and designed a three-tier architecture for our app, Node.js for the Application Tier, MongoDB for the Data Tier, and React Native as the Presentation Tier
- Exhibited excellent interpersonal communication skills between the executive team and my peers
- Mentored new developers to ensure they met their goals and are up-to speed on the tech stack that was used

PROJECTS

Personal Website | *Typescript, React, Next.js, Tailwind CSS* | zeyadomran.com May 2021 – Present
- Designed and developed a custom website to showcase my portfolio
- Deployed to Vercel and used their analytics to improve the User Experience by 25%
- Implemented CI/CD using Github Actions to automate deployment after merging a pull request

SQUIZ | *Typescript, React, Node.js, MongoDB, GraphQL, Docker, Bash* May 2021 – June 2021
- Developed an interactive quiz web app to teach players about different aspects of Information Security and Privacy
- Designed and developed a sleek and modern front end using React and Next.js
- Built a custom API using GraphQL to minimize server response which sped up devices with slow internet by approximately 10%
- Deployed the back-end to a Digital Ocean VPS and the front-end to Vercel
- Implemented CI/CD by writing a custom Bash script that automatically uploads the Docker container image to DockerHub and updates the VPS image

Frogger | *C* Jan 2021 – Apr 2021
- Remade the classic Frogger game on a Raspberry Pi 4
- Developed a SNES controller driver that was connected using a GPIO board
- Displayed graphics using the Linux Framebuffer
- Utilized multithreaded programming to improve game performance by approximately 400%

Self-Checkout Station | *Java, Java Swing* Jan 2021 – Apr 2021
- Led a team of 11 developers to build the software for a simulated self-checkout station using Java
- Wrote comprehensive JUnit tests to ensure a bug-free application and that all requirements were met
- Mediated conflicts within the team to resolve issues between members
- Utilized an Agile workflow to efficiently manage and keep track of team members progress

TECHNICAL SKILLS

Languages: Java, JavaScript, Python, TypeScript, C/C++, SQL, HTML/CSS
Libraries: discord.py/discord.js, React, Bootstrap 4
Frameworks: Linux/Windows, Git, Next.js, Node.js, GraphQL, JUnit, JavaFX, Material-UI, Java Swing, Microsoft Office
Developer Tools: Git, Docker, Kubernetes, VS Code, Visual Studio, IntelliJ, Eclipse, Postman, GraphQL Playground