

ZEYAD OMRAN

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EDUCATION

University of Calgary

Bachelor of Science in Computer Science with Internship Program

Calgary, AB

Sep. 2019 – May 2023

- 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

EXPERIENCE

Full Stack Developer

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%
- Used a NoSQL (MongoDB) database to store user data and scores securely
- 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 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
- Tutored other team members when help or further explanation was required

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, PyCharm, IntelliJ, Eclipse, Postman, GraphQL Playground