

# KAREEM EL-HAJJAR SOFTWARE ENGINEERING GRADUATE

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## SUMMARY

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Recent Software Engineering Graduate looking to start my career as a software developer.

## EMPLOYMENT

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### C2 Security

IT Technician · June 2020 to Sept. 2022

- Managed and maintained databases for multiple apartment buildings on tenant key fob information.
- Installed various security devices in commercial buildings and installed antivirus software on commercial devices.
- Met with clients and formulated account statements based on the client's needs.
- Oversaw the operations of quarterly deliveries to a storage warehouse regarding non-perishable foods in case of disasters.

### Staples

Tech Associate · July 2019 to May 2020

- Demonstrated excellent communication skills by regularly assisting customers by finding appropriate tech products that satisfy the customer's needs.
- Increased workplace efficiency by using exceptional organizational skills to innovate a new sorting method for stored products, decreasing customer wait times and improving accountability for lost products.
- Utilized my technical expertise to successfully market and sell a wide range of tech products, including computers, computer hardware, phones, printers, and other related devices.

## EDUCATION

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Carleton University · Sept. 2018 to May 2023

Bachelor of Engineering Software Engineering 2023

## ACTIVITIES

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Carleton Computer Science Engineering Competition

Sept. 2019

- Developed a code using Pillow, an image processing library for Python, to detect and seamlessly replace a specified item from a select set of images.
- Collaborated with a team of 4 engineering students to uncover the ideal approach to solve the given task. This consisted of finding the appropriate libraries to be used and developing appropriate program logic to utilize these libraries. This was then followed by a formal presentation to explain our design process and programming logic.

## AWARDS

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Perry Legakis, Director of Student Awards · Dean's Honour List

2018 - 2023

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## SKILLS

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**PROGRAMMING LANGUAGES:** Python, Java, JavaScript, C/C++, C#, HTML, CSS, GO, SQL, Racket, PHP

**TECHNOLOGY/TOOLS:** MATLAB, MS Excel, Git, Linux, Spring Boot, React.js, Jira, Logism, MS Word, Adobe Photoshop, Adobe Premier Pro, Node.js, IntelliJ IDEA

**INDUSTRY KNOWLEDGE:** Data Structures, Object Oriented Software Development, Relational Databases, Design Patterns, Real Time Systems, FPGA Programming, Web Development, Cyber Security, Software Development Life Cycles, Computer Architecture and Design, Technical Writing, Customer Service, Full-Stack Development, Data Analysis

## PROJECTS

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### Captain Cybots Adventure - Web-based Puzzle Game(4th Year Project)

Sept. 2022 to Apr. 2023

- Developed a web-based puzzle game in collaboration with a team of fellow engineering students, utilizing the React JavaScript framework for the frontend and SpringBoot for the backend.
- Employed an Agile project management approach, utilizing two-week sprint cycles to efficiently coordinate, manage, and execute the game project.
- Took on the role of lead in game design, assuming responsibility for designing the puzzle game screens, dialogue, and handling all the associated frontend and backend API work. Also made necessary modifications to the MVC pattern that was utilized for the project.

### Monopoly Game

Sept. 2021 to Dec. 2021

- Developed a GUI-based version of the renowned board game Monopoly, utilizing the MVC design pattern.
- Implemented Java Serialization and DOM Parsing to enable users to save and load different game states.
- Employed an Agile project management approach, utilizing two-week sprint cycles to effectively coordinate, manage, and execute the game project.

### UART Communicator

Sept. 2022 to Dec. 2022

- Developed a C program to configure an embedded board with buttons, LEDs, and UART communication, implementing a state machine with four LED states.
- Created a GUI application using Python's Tkinter library to provide a user-friendly interface for navigating the state machine on the embedded board.
- Established bidirectional communication between the GUI application and the embedded board via the pySerial library and a USB connection.
- Implemented multithreading to enable simultaneous data transmission and reception, enhancing the performance of the UART-Communicator project.

### Elevator System

Jan. 2022 to Apr. 2022

- Designed and developed a multi-car elevator system and simulator using concurrent programming techniques.
- Implemented a scheduler component to efficiently control elevator routing and optimize elevator operations.
- Developed an elevator subsystem to handle individual car operations, ensuring smooth and safe movement between floors.
- Created a floor subsystem to manage elevator requests on each floor, ensuring efficient and timely response to user requests.