Nahom Seyfu

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EDUCATION

Carleton University | Ottawa, ON Expected Graduation May **2025**
B.C.S - Computer Science Honours, Software Engineering, Co-op *Cumulative GPA: **3.9***
Coursework: Data Structures and Algorithms, Web Design and Development, Systems Programming, Software Development, Discrete Mathematics, Linear Algebra, Calculus, Probability and Statistics
Scholarships and Awards: Dean's Honour List, Henry M Tory Scholarship

SKILLS & TECHNICAL TOOLS

Languages: Swift, Kotlin, Javascript, Java, C, C++, C#, HTML, CSS, Python
Technologies: Xcode, Android Studio, Git, MongoDB, Node.js, PUG/Jade, Express, AWS, Visual Studio, Jira, Figma

WORK EXPERIENCE

Mobile Developer | *CIBC* 05/2023 to 08/2023
- Utilized Android Studio and Xcode as part of an innovative team to build and integrate new features for both iOS and Android platforms, ensuring seamless functionality and user satisfaction.
- Demonstrated proactive problem-solving skills by creating proofs-of-concept (POCs) that effectively added value to the user experience of CIBC's 5 million active mobile application clients.
- Played a pivotal role throughout the entire lifecycle of new feature development, contributing to planning, execution, and production stages, ensuring high-quality deliverables and successful implementation.

PROJECTS

Social Media website | *Javascript, HTML, CSS, Node.js, MongoDB, Express*
- Implemented a cloud-based database using MongoDB to store and manage user profiles, artworks, and user session data for the website
- Implemented user sessions which allowed users to log in and out of the website while maintaining their personalised settings across multiple visits.
- Created a notification system that alerts users when their artwork is liked, when they receive new followers or when another user they follow is hosting a workshop

Family Feud Desktop Game | *C#, Visual Studio*
- Developed a visually and audibly engaging Family Feud game using C# and Visual Studio, allowing players to experience the excitement of the popular TV show on their desktop.
- Implemented a timer feature that ends the game if players do not win within a specific time limit, adding an element of urgency and challenge to the gameplay.
- Utilised the full range of tools and features in Visual Studio to create a sleek and modern-looking Family Feud game, including custom graphics and user interface elements.

Multi-Threaded Ghost hunting Simulator | *C*
- Created a multi-threaded ghost-hunting simulator in C, using mutexes to synchronise access to shared resources and prevent data conflicts between threads.
- Developed a system for taking user input and storing ghost hunter data, allowing players to customise their characters and track their progress.
- Implemented a feature that outputs simulation results to a text file, enabling players to review their ghost-hunting sessions and analyse their performance.