

# Karim Gheriani

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613-809-7158

## Skills

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Proficient: Java, JavaScript ES6+, React, Angular14, Html5, Css3 (BEM), Python, Git, GitHub

Familiar: Firebase, JUnit, Typescript

## Education

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### BASc in Software Engineering

University of Ottawa (September 2020 – Current)

#### Relevant Courses:

Intro to Programming I and II, Intro to Software Engineering, Data structures and algorithms, Analysis and Design of User Interfaces, Software Quality Assurance

## Experience

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### Telepin Software (September 2022 – December 2022, Ottawa, ON)

Software Engineer Intern

- Used Angular14 to develop features within a mobile app for thousands of users.
- Ensured high quality code through testing.
- Obliterated and Exterminated bugs to provide the user a better app experience.

### Transport Canada (January 2022 – April 2022, Ottawa, ON)

Validation Analyst Intern

- Worked with the transportation of dangerous goods team. Validated numerous accident data using Microsoft Excel and SAS EG.
- Collaborated with co-workers to finish tasks quicker and more efficiently

## Projects

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### E-Portfolio - [Karimgh.com](#)

- My personal website highlights my programming skills and contains source code and website links for all my projects listed below. Built using **HTML5, CSS3 and JavaScript**

### Video Game Ecommerce Store ([View Project](#)) – ([GitHub](#))

- Created a fully responsive website that sells Video Games. Everything is functional up until the part of receiving the Video Game and paying for it.
- Built using **React, JavaScript, HTML and CSS**, best practices.

### Social Media App (Twitter Clone) ([View Project](#)) – ([GitHub](#))

- Created responsive social media app using **React, JavaScript, HTML and CSS**, best practices.
- Implemented posting tweets to generic user. Stored the posts data in firebase.

### Search Engine (Google Clone) ([View Project](#)) – ([GitHub](#))

- Fetched data from google search API to display results based on input.
- Built using **React, JavaScript, HTML and CSS**, best practices.

### Catch the mouse game ([GitHub](#))

- Created a game with the purpose of catching the mouse before it escapes.
- Built using Java Object Oriented Programming and GUI's