# Ibrahim Fadel

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## Education

**Upper Canada College**                                                                  *Toronto, CA*

INTERNATIONAL BACCALAUREATE                                            *September 2015 - PRESENT*

**Spirit of Math Schools**                                                                  *Toronto, CA*

EXTRA CURRICULAR MATH PROGRAM                                            *September 2010 - 2020*
- Student from grade 1-11

## Skills

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|---|---|
| **Backend** | ExpressJS, REST APIs |
| **Frontend** | HTML, CSS/SASS, ReactJS |
| **Programming** | Javascript + TS, Python, C/C++ |
| **Languages** | English, Arabic, French |

## Experience

**World Affairs Conference**                                                            *Toronto, CA*

HEAD OF TECHNOLOGY                                                            *June 2021 - PRESENT*
- Full stack web development with React
- Managed registration & ticketing
- Directed team of developers
- Member from 2019-2020, Assistant Head from 2020-2021

**Tulip.io**                                                                              *Toronto, CA*

SOFTWARE ENGINEERING INTERN                                            *July 2021 - August 2021*
- Front end development with Typescript, React & MobX
- Built CRUD tables for clients to access data
- Worked on SMS/Email templating system

**University of Toronto, i2c Lab**                                                *Toronto, CA*

SOFTWARE ENGINEERING INTERN                                            *July 2021 - August 2021*
- Front end development with Typescript & React
- Wrote unit tests for existing code-base
- Worked on filtering system for data tables

**Pharos Platforms**                                                                  *Toronto, CA*

MACHINE LEARNING & ANALYTICS PLATFORMS INTERN                    *January 2020 - June 2021*
- Built API for plotting geospatial data
- Wrote unit tests for internal APIs
- Built company website
- Worked on dashboards for clients

## Projects

**Pi-Lang**
- A statically typed AOT compiled programming language
- Written in C using LLVM as a backend

**MC Clone**
- A Minecraft clone made in C++ using OpenGL
- Infinite procedural terrain
- Transparency layer for water

**RorkeJS**
- Game framework written in Javascript
- Built using the Pixi WebGL renderer