

OMAR CHEHAB

omarchehab98@gmail.com

+1 (289) 380 3969

Toronto, Canada

linkedin.com/in/omarchehab98

github.com/omarchehab98

omarchehab.com

EDUCATION

University of Toronto

B. Sc. of Computer Science

Software Engineering Specialist

Graduation Date Apr 2020

GPA 3.1 / 4

EXTRA

Model United Nations

Attended 7 debate conferences.

Hackathons

Attended 5 hackathons.

Competitive Programming

Participated in 5 competitions.

WORK EXPERIENCE

AL JARAS Software Engineer

08/2016—Present

- Engineered web social magazine platform getting over 15 million page views/month.
- Documented specification of client, webserver, API, and database layers thoroughly, before implementation.
- Conducted technical interviews in search for software developers.
- Led team of 6 developers through development.
- Implemented client using offline first principles, ReactJS, LESS, and Webpack.
- Implemented automatic social media publishing using Facebook Graph API, Twitter REST API, and Instagram API from NodeJS.
- Worked with with Google DFP, Adsense, and several advertising agencies.

MANAGEMUN Co-Founder

06/2017—Present

- Co-Founded a startup with the vision to improve the quality of Model United Nations globally.
- Implemented web registration system client and server.
- Implemented text processing algorithm that judges and reformats MUN resolutions using NodeJS, RegEx, and Open Office.
- Administered GitLab with CI, Docker containers in production, and iRedMail mail server.
- Automated testing and deployment to staging or production using Docker and Ansible through GitLab.

PERSONAL PROJECTS

SENTISOCIAL

01/2017—07/2017

- Released open source social media and news aggregation website in collaboration with 3 developers.
- Follows social trends and analyzes sentiment of tweets using Twitter API, collecting relevant news through News API using NodeJS and MongoDB.
- Designed and developed front end that queries our SentiSocial REST API using ReactJS, ChartJS, and Webpack.

IO REBOOT, PLAY STORE APPLICATION

10/2015—07/2016

- Developed open source android puzzle game from algorithm idea that procedurally generates levels infinitely with increasing difficulty using C# in Unity 3D.