

Raymond Afara

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EDUCATION

- *B. Sc. in Software Engineering* 2006 – May 2012
Concordia University, Montreal, Canada

SKILLS PROFILE

- *Excellent communication skills in English and fair communication skills in French.*
- *Intricate knowledge of Windows OS and all vital Windows tools and applications.*
- *Good knowledge in Linux-based OS and distributions such as Fedora, RedHat and Ubuntu.*
- *Languages: Java, C#, asp.net, xaml, php, html, MySQL, xna, OpenGL.*
- *Fair knowledge in: Prolog, Lisp, AspectJ, perl, ruby, JUnit testing.*
- *Software: MATLAB, Eclipse, MS Visual Studio, Expression Blend4.*
- *Self-Taught: PHP, javascript, MySQL, C#, asp.net, xaml.*
- *Software Processes: Waterfall, Agile, Iterative (Xtreme, Spiral, Scrum).*
- *Familiar with subversion and agile tools: jira, xp-dev, trac, svn tortoise, Microsoft TFS.*
- *Ability to learn quickly and efficiently.*
- *Analytical thinker, skilled at making quick decisions.*
- *Excellent organization and solid management skills.*
- *Ability to work under pressure independently or in groups.*

PROJECTS DONE

- *Text to Picto Editor* *Summer 2011- Present*

Developing a software for people with disabilities to help them communicate, and understand better, using C# and xaml.
- *Regulatory Compliance Management System.* *Winter 2011*

In a team of seven we developed a compliance management system as a part of our mini capstone project using an agile technique. We are using Asp.net, C# to build this application and tracking it with xp-dev and svn.

- *A 2D Nerd Attack game (Street Fighter Clone).* *Fall 2010*

In a team of three we developed a 2D fighting game using our own character sprites, using XNA and C#.

- *A 3D Brick Breaker game.* *Fall 2010*

I developed a 3D game using XNA and C# as an assignment for a game development course.

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- *A 3D Pacman game.* *Summer 2010*

In a team of four we developed a 3D game using OpenGL and C++.

- *Student Registration Software.* *Winter 2010*

In a team of nine we designed a web registration system using java following the waterfall software process with its complete documentation.

- *Web based Job Bank.* *Fall 2009*

Designed a data base web based application using php and MySQL, this project has the same concept as a job bank where university organizations post jobs for students to apply for.

- *Mini web server.* *Winter 2009*

In a team of two we developed a mini web server using perl and cgi script.

- *Robot Arm simulation.* *Winter 2009*

In a team of four we developed a Robot arm simulation using Matlab and SimuLink. This project was a part of a control system course.

- *A toy computer.* *Fall 2009*

In a team of two we developed a toy computer using multi level gates, flip flops, buffers and decoders as a part of a computer hardware course.

EMPLOYMENT

HISTORY

Oralys Inc., Montreal, Qc.

April 11- Present

- *Developing Software to help people with disabilities to interact and use computers easily, using C# and xaml.*