Dany Makhoul

🕑 dany.makhoul17@gmail.com

+1 4389799997

EDUCATION

Dawson College Montreal, QC. Expected in 05/2023 DEC: Computer Science

TECHNICAL SKILLS

Languages:

 Java, C#, Python, SQL, Kotlin, JavaScript, Ajax, HTML, CSS.

Technologies:

 React, Node.js, Networking, Linux, security, VS code, MERN, IntelliJ, Android Studio, Pycharm, and Git.

OBJECTIVE

Driven to learn quickly with a superior work ethic and good teamwork, problem-solving, and organizational skills. Willing to take on any task to help the team. Reliable and dedicated collaborator with a hardworking and resourceful approach.

LANGUAGES

- Arabic
- English
- French

HACHATHONS

 Mcgill University. McHacks (2nd place)

PROFESSIONAL EXPERIENCE

Malopan Communications - Full Stack Developer

Montreal, QC. 03/2023 - 11/2023

- Designed, developed, and maintained more than 4 web applications so far including 3 Blogs. I used the .NET framework, applied coding patterns such as MVC, and ensured optimal performance and scalability.
- Create responsive, user-friendly front-end interfaces using technologies such as HTML, CSS, JavaScript, and Ajax.
- Implement server-side logic, and database integration using C# and SQL. Ensure data security and efficient data retrieval.

Hydro Quebec - IT Analyst Intern

Montreal, QC. 05/2022 - 08/2022

- Replaced defective components and upgraded office equipment per technology plan.
- Researched problems and used technical documentation to apply solutions.
- Shadowed personnel to learn appropriate methods for solving customer issues and troubleshooting technical problems.
- Installed software applications, system upgrades, and drivers.
- Maintained inventory records and documentation for equipment in the database.

PROJECTS

Pokemon Game

an Android game built in Kotlin inspired by the famous Pokemon game. it is a two-player game that allows players to collect, capture, and fight other pokémon. There are two game modes: Wild Battle Mode and Trainer Battle Mode.

GitHub Link

Robby the robot

This application is developed using C# and Monogame and centers around a character named Robby. Robby's objective is to gather scattered soda cans within a 10x10 grid by following a set of instructions encoded in an array consisting of 243 genome enumerations. To optimize the selection of the most suitable solution from these instructions, a genetic algorithm is employed.

GitHub Link