

Ninos Yomo

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EDUCATION

MCMASTER UNIVERSITY

B.SE. IN SOFTWARE ENGINEERING

Expected Graduation April 2021

CLICKABLE LINKS

Website:// ninosyomo.com

Github:// [SurayaAtouraya](https://github.com/SurayaAtouraya)

LinkedIn:// [ninosyomo](https://www.linkedin.com/company/ninosyomo)

CodePen:// [Atouraya](https://codepen.io/Atouraya)

SKILLS

PROGRAMMING

EXPERIENCED:

C/C++ • Python • C# • PL/SQL

JavaScript/TypeScript • Java

FAMILIAR:

MATLAB • Go • Verilog

• MIPS Assembly

TECHNOLOGIES

NodeJS • Angular • MS Office

Git • GitLab • TortoiseSVN • Unix

VSCoDe • Bootstrap

COURSEWORK

Digital Systems & Interfacing

Data Structures & Algorithms

Concurrent Programming

Computer Architecture

Principles of Programming

Software Architecture

Databases

Linear Optimization

Experiential Software Design

EXTRA-CURRICULAR

CROSSFIRE

MAY 2017 - SEPTEMBER 2018

Volunteered at Crossfire church to

help run their weekly food kitchen

assisting those in need of a meal.

AWARDS

2016 - McMaster Entrance

Scholarship (Level II)

EXPERIENCE

SOFTWARE ENGINEERING INTERN (PROCESS AUTOMATION)

ARCELORMITTAL DOFASCO

May 2019 – August 2020 | Hamilton, ON

- Redesigned all outdated Human-Machine Interfaces into an Angular web app as part of an Agile team. Communicated work progress with team over bi-weekly Agile sprints. Developed a RESTful back-end in ASP.NET C#.
- Created and documented a WPF C# application following the MVVM design architecture. The program simulates the pickling & cold rolling manufacturing process of steel making and is now used as an in-house testing/debugging tool.
- Maintained and built upon company database using PL/SQL.
- Added functionality to the company's existing L2 C++ system applications.

COMPUTER ARCHITECTURE TEACHING ASSISTANT

MCMASTER UNIVERSITY

September 2018 – April 2019 (8 Months) | Hamilton, ON

- Marked bi-weekly assignments, midterms and exam for a class size of 80 in a timely manner and with a consistent work ethic by meeting deadlines.
- Course content included but was not limited to: CPU processor caching, software/hardware interface, assembly programming, levels of memory and computer hardware.
- Prepared for and lead weekly tutorials to a group of 30-50 students covering course material and exercise questions.
- Solved students' problems about any course material over E-Mail.
- Communicated with professor and other TAs to review course progression on a regular basis.

PORTFOLIO

MEAN/MEDIAN PHOTO FILTER | PERSONAL PROJECT

Developed with C

- A program that takes a PPM file photo as input, applies a mean/median filter based on user selection and stores the result in an output PPM file. Used to reduce noise in a photo, making it less grainy.
- Thoroughly debugged source code to remove any and all errors.
- Source code can be found on GitHub page [here](#).

BATTLESHIP AI | PERSONAL PROJECT

Developed with Python

- An AI that runs on Hackerrank, used to effectively play the game Battleship.
- Using a probability distribution, for each cell, starting with the largest that has not sunk boat, it saves the number of possible ways the boat can be placed in that cell. Finally, it selects the cell with the largest number (most likely position) to attack, this is the hunt phase.
- Source code can be found on GitHub page [here](#).

GET IT DONE: JAVA PROJECT | GROUP PROJECT

Developed with Java

- Designed as part of a 5-man team for a class project, recommends users contract workers based on their ratings, line of work and distance from the user.
- Integrated a graphical user interface with Java's Swing library.
- Implemented algorithms such as quicksort and breadth-first search.
- Object oriented design that utilized an API interface to extract data from.
- Source code can be found on GitHub page [here](#).