

# Didar Ibrahim

didar.ibrahim@mail.utoronto.ca | 647-570-1215

## Education

### University of Toronto

Honours Bachelor of Science Degree

*Major in Mathematics & Statistics, minor in Computer Science*

## Skills

**Programming:** React, NodeJS, Express, JavaScript, HTML, CSS, Python, Java, R

**Database Software:** MySQL, MongoDB, Neo4j, GraphQL

**Software Tools:** Git, JIRA, Visual Studio, Android Studio, Postman

## Personal Info

**Website:** didar.ca

**GitHub:** didar96

**LinkedIn:** didar-ibrahim

## Certificates

### Software Product Management

University of Alberta

### Customer Service

Ontario Training Network

## Work Experience

### IT Analyst

July 2019 – Dec. 2020

#### *Canadian Association of Professional Immigration Consultants*

- Designed various features of the CAPIC mobile app by creating mock-ups and prototypes using UX/UI design principles
- Tested the CAPIC membership management software for bugs and issues and suggested efficient solutions
- Tested and updated the CAPIC website on a regular basis

### Web Developer

April 2019 – May 2019

#### *Diane Frankling Co-op*

- Updated the company website and integrated data into the database using the XAMPP server
- Added new features to the website using XAMPP and debugged existing code to ensure appropriate functionality of all features

## Projects

### E-commerce Website

#### *React, GraphQL, Firebase*

- Developed a complete e-commerce website with user accounts and authentication
- Implemented page routing using React Router
- Handled online payments with Stripe API
- Tested the web application using Jest

### Blog Website

#### *EJS, Node, MongoDB*

- Developed a blog website where users can create, read, and delete blog posts
- Used EJS to create templates and layouts for front-end
- Used Node and MongoDB to store data and handle server requests

### 2048 (Clone)

#### *Java, Android Studio*

- Developed a customized version of the 2048 game using Java, with additional features and improved UI
- Coded unit tests to test the functionality of the game using the JUnit framework

### Notes App

#### *React*

- Created a notes app in React with a modern UI design where users can add and delete notes
- Applied core concepts of React such as states, props, and functional components