

Annas Ghani

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EDUCATION

Toronto Metropolitan University (Formerly Ryerson University)

Bachelor of Engineering in Computer Engineering

Minor in Computer Science

June 2024 | Toronto, ON

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Technical Skills

Programming Languages: C++, Java, Python, MATLAB, VHDL, OpenCV, JavaScript (AngularJS, React, Node.js), Scikit-Learn.

IDE/Tools: Arduino, NetBeans, GitHub, SQL, Jupyter Notebook, Eclipse, IntelliJ IDEA, Docker, Vue, MongoDB

Other: SSH, Adobe Suite, MS Office Suite, Agile and Scrum.

EXPERIENCE

Cashier | Popeyes

September 2023 - April 2024 | Brampton, Canada

- Provided exceptional customer service, effectively addressing customer inquiries, processing transactions accurately, and ensuring a positive dining experience.
- Collaborated with team members to uphold operational standards, including restocking inventory, preparing food orders, and adhering to food safety protocols, contributing to a smooth and efficient workflow.
- Demonstrated strong multitasking abilities in a fast-paced environment during rush hours, efficiently handling cash transactions, processing orders, and maintaining cleanliness and organization at the cashier station leading to a 10% increase in the number of sales.
- Implemented effective upselling techniques and suggestive selling strategies during customer interactions, resulting in an increased average transaction value of 15% and contributing to revenue growth for the establishment.

Customer Support - Network Activation | Etisalat

May 2021 - Sept 2021 | Dubai, UAE

- Handled an average of 50 customer inquiries and complaints daily through phone, email, and in-person channels, while also developing organizational and time management skills.
- Developed communication skills and problem-solving skills by assisting customers with product selection and ensuring they were happy with their purchases.
- Maintained and updated customer account information, consistently logging an average of 30 daily updates in the database system.
- Actively contributed to company meetings, providing valuable insights and suggestions to enhance customer support strategies and operational efficiency.
- Assisted management with administrative and operational tasks, demonstrating versatility and willingness to support various aspects of the business, ultimately contributing to smoother operations and improved customer service.

PROJECTS

EEG-controller wheelchair | MATLAB, C++, Python, Arduino C

September 2023 - April 2024

- Capstone project in Computer Engineering at TMU.
- Worked with three colleagues to create a mind-controlled wheelchair by collecting data from an EEG sensor, pre-processing it in MATLAB, and processing it in C++.
- Created a machine learning algorithm that classifies the processed signal based on the extracted features and determines where the person is thinking to move (forward, right, left, backward, stop).
- Machine learning algorithm decision is then sent to the Arduino through GPIO pins to make the robot perform the action.
- Created code for Arduino to receive movement signals through GPIO pins and perform the action.

Prototype Website | Vue

March 2024

- Developed a scalable and dynamic Vue v.3 prototype incorporating essential features including real-time date & time display using the date-fns library. Vue v.3 prototype incorporating essential features including real-time date and time display using the date-fns library.
- Designed an intuitive navigation bar and individual Vue components for seamless user experience, featuring pages for About Us, Our Services, and Our Customers.
- Implemented asynchronous data fetching method to display temperature utilizing Open Weather Map API.

Slack Bot | Python

February 2024

- Integrated third-party APIs and services, such as Google Calendar or JIRA, to extend the bot's capabilities and enable seamless interaction with external tools and platforms
- Spearheaded the development of a Slack bot to streamline communication and enhance productivity within the team environment, leveraging the Slack API and Python programming language.
- Conducted thorough testing, debugging, and performance optimization to deliver a robust and reliable Slack bot solution, enhancing team collaboration and efficiency while minimizing manual tasks.

Autonomous Robot | Arduino IDE (C++)

September 2023 - December 2023

- Designed and implemented autonomous navigation, edge detection, and obstacle avoidance, demonstrating a deep understanding of sensor fusion techniques to enable the robot to navigate complex environments seamlessly.
- Led a multidisciplinary team in the development of an autonomous robot, showcasing strong project management skills, technical expertise, and collaboration with hardware and software engineers to achieve successful integration & functionality.

TrueNAS Server | FreeBSD/Linux

November 2023

- Assembled Home NAS machine using enterprise-grade hardware and TrueNAS core/scale as the operating system.
- Created an SMB share (protocol) and set permission in TrueNAS.

Ubuntu Server | Linux

November 2023

- Installed Ubuntu server onto Raspberry Pi 4. & installed docker with portainer as a management UI.
- Configured Vaultwarden for self-hosted password management & configured Jellyfin/Plex for a self-hosted media server.

Site Surveillance | Python OpenCV

September 2023 - December 2023

- Developed a robust site surveillance system using YOLO and Haar Cascades algorithms for efficient user detection in images and live video feeds
- Demonstrated proficiency in real-time monitoring by enabling live video streaming with user detection capabilities in addition to recorded video files.
- Showcased strong technical skills in Python programming and OpenCV for effective implementation of computer vision technologies in the project.

DBMS | SQLite

January 2023 – April 2023

- Created a database with limited attributes, entities, and relationships using SQLite.
- Created an ER diagram that contained all attributes, entities, and relationships.
- Designed queries that can be answered using the completed database.

Multimedia Center | C (Keil uVision)

September 2022 – December 2022

- Successfully designed and implemented a mockup of a media center on an ARM-based microcontroller, utilizing embedded system design approaches and the MCB1700 ARM Cortex-M3 development board.
- Implemented two games, "Tic Tac Toe" and "Flappy Bird," utilizing a joystick for user interaction.
- Created a photo gallery and MP3 player functionality, allowing USB connection and audio playback from a computer.

Online Book Store Interface | Java

January 2021 - April 2021

- Collaborated with a team of 3 peers to develop a bookstore application utilizing JavaFX and implemented an optimized design pattern to enhance runtime and performance.
- Created and developed the Use Case Diagram as part of the design process.