Anthony Safatli

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Education

Dalhousie University, *Bachelor of Computer Science*, 2022-2026

Co-op Status

- Completed 5 of 8 semesters as of Winter 2025
- Seeking a 4-month work term in the Winter of 2025

Skills

Technical:

- Strong Programming Knowledge: Programming since 2020, knows C#, Python, Java, Javascript, C++/C, Rust, SQL

Non-Technical:

- Great Time/Stress Management: Have been balancing work, social life, exercise and fitness, all while maintaining a high GPA of 4.1.
- Great Communication Skills: Lots of team experience (Game Jams, Group work, etc). Lots of experience in customer service. Fluent in English, and French (Oral + Written), as well as Arabic (Oral).

Experience

Dalhousie Med IT: *Student Technician*, Oct 2022 – Present:

- Provide IT support at the Dalhousie medical campus, assisting clients at the help desk with computer issues, software troubleshooting, and equipment loans.
- Develop Skills in technical troubleshooting, effective communication, and problem-solving within a fast-paced, professional environment.
- Collaborate with team members to improve IT service efficiency and customer satisfaction.

Jakes Variety: *Cashier*, June 2018 – Sept 2022

- Operated the register, assisted customers, and stocked shelves at a local convenience store.
- Gained valuable customer service experience and developed strong communication skills.

Projects

Hackathons:

- *Global Game Jam 2023/2024*: Participated in the 2023 and 2024 GGJ resulting in improved game dev skills, team management skills, version control skills, and stress management

- *NASA Space Apps Challenge*: Participated in the 2023 NASA Challenge to work on web dev skills and team skills

Personal Projects:
- *Personal Portfolio Website*: Developed a personal portfolio website using an ASP.NET razor pages backend and frontend. Includes a database for my projects using SQLite and Entity Framework and a complex hidden admin section.

- *Custom Text Editor*: Programmed a custom text editor GUI made entirely from scratch using C++ and WebGL. Used GLFW for the GUI and GLEW for OpenGL support.

- *3D Pacman Game*: Made a 3D version of Pacman using Unity Game Engine and C#. Includes everything in a polished game including a main menu screen, multiple unique maps, music, a highscore and stats saving system, and more.

- *Number Classifier*: Developed a simple AI application using TensorFlow and Python to recognize handwritten numbers. Implemented a PyGame-based GUI and trained the model with the MNIST dataset.

- Many more small or unfished projects including:
WinForms and WPF Applications (C#), Xamarin Mobile App (C#), HTML/CSS/JS Web Pages, and Java Console programs for class assignments

Other

Teen SOYO + YAM Youth Groups:
- Active member of youth groups at my church (SOYO for under 18, YAM for 18+). Involved with the church community and doing volunteer work since 2017.

Linux Society:
- Part of the Dalhousie Linux Society since its creation in 2023.