

# Ahmad Alqallaf

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## SUMMARY

I am a hard-working, dedicated, and self-motivated Computer Engineering graduate and Network Engineering student that found a passion for computer networks and hands-on projects. Due to visa complications in the US, I was unable to work, so I found a passion in larger out of class projects. My focus is on network engineering, management, and DevOps.

## EDUCATION

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<b>University of California - Irvine</b> <i>Bachelor of Science, Computer Engineering</i> ■ <b>Dean's Honor List</b>	<b>June 2025</b> <i>Irvine, CA</i>
<b>Toronto Metropolitan University (formerly Ryerson)</b> <i>Masters in Engineering, Network Engineering</i>	<b>October 2026</b>

## PROJECTS

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<b>HiloScope - Emergency Response Drone 2024</b> <i>Hardware Co-Lead</i> ■ Designed and optimized drone architecture for robustness and reliability in critical rescue operations. ■ Led the prototyping and iterative testing of drone systems and design.	<b>Sept. 2024 – Dec.</b>  <i>Irvine, CA</i>
<b>Klawbabayan - Gesture Controlled Rover</b> <i>Hardware Team Member</i> ■ Designed and manufactured a wireless custom gesture recognition glove. ■ Iterated circuit designs for rover functionality. ○ <b>Key Results:</b> Successfully created multiple PCB designs to maintain a professional standard. ■ Taught incoming students engineering essentials and circuit basics. ■ Awarded the Engineering Excellence award for my contributions.	<b>Dec. 2023 – May 2024</b>  <i>Irvine, CA</i>
<b>Multiplayer Poker Game</b> <i>Full-stack Developer</i> ■ Managed version control via Git to ensure smooth collaboration with team members. ■ Designed and implemented host and client front-end experience. ■ Implemented game functionality for multiple card combinations, flop randomization, and turn taking.	<b>Apr. 2023 – June, 2023</b>  <i>Irvine, CA</i>
<b>Terminal-Based Chess</b> <i>Developer</i> ■ Managed version control via Git to ensure smooth collaboration with team members. ■ Implemented special move recognition and functionality such as en passant, castling, and promotion. ■ Implemented an AI opposing player for single player gameplay.	<b>Apr. 2023 – June, 2023</b>  <i>Irvine, CA</i>

## SKILLS & INTERESTS

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- **Skills:** Java; C; Git; MySQL; AutoCAD; Linux; Python; NetDevOps; Cadence; Wireshark; Network Management; Collaborative Work
  - **Languages:** Arabic, English