

Ayman Gani

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EDUCATION

University of Waterloo · Bachelor of Software Engineering

2026 - 2031

EXPERIENCE

Reo, a Junior Achievement Company · VP Technology

February 2026 - June 2026

Built and integrated a fully custom e-commerce website on Shopify with HTML/CSS/JS and Anime.js interactive elements, including backend (hosting, payments, POS). Optimized costs (~\$15 for all services) and achieved 700+ website sessions.

University of Alberta Compiler Design and Optimization Lab · Summer Intern

July 2025 - August 2025

Tested and provided feedback on undergraduate-level RISC-V Assembly labs. Participated in journal club discussions on recent compiler research. Worked with LLVM Intermediate Representation and designed basic compiler passes.

DM:OJ Modern Online Judge · Rated Contest Creator, Problem Setter

February 2025 - April 2025

Created the Dr. Anne Anderson Coding Contest, hosted on Canada's largest competitive programming site with 185,000+ users, passing quality control to achieve rated status. Designed all problems and created comprehensive test data as the sole problem setter. Managed 13 in person and 300+ worldwide participants, with 4000+ total submissions to problems.

EXTRACURRICULAR ACTIVITIES

DAAHS Peer Tutoring Club · President

September 2025 - Present

Designed an automatic tutor-tutee matching script using linear sum assignment, resulting in 9x speedup in matching. Adapted script for Eduspark, another local volunteer tutoring organization. Managed other weekly club operations.

DAAHS Coding Club · Founder & Project Lead

September 2024 - Present

Led the collaborative development of open-source Unity games, including a platform fighter and a party roguelike.

AWARDS & HONORS

Math, Sciences, and Technologies Award

May 2026

Edmonton Public School Board

Educational Outreach Award

April 2026

Canadian CanSat Design Challenge

3rd Place · Division 2

March 2025

University of Alberta Programming Contest

Amplify Gold Volunteering Award

June 2024/25/26

Dr. Anne Anderson High School

PROJECTS

2026 CSDCMS CanSat Competition

github.com/CantSatTeam/CanSat2025

Designed and launched a can-sized sensor payload as part of a team engineering project. Developed Python scripts for Raspberry Pi payload and ground stations to collect and log temperature, pressure, and GPS data during descent, as well as running a Monocular Height Estimation AI model onboard. Received award for exceptional STEM outreach and education.

Terminal Velocity

github.com/sugo14/TerminalVelocity

Engineered a 3D software rasterizer, game engine, and game from scratch in C++. Runs in the Linux terminal and features 3D model loading with OBJ files, barycentric shading, colliders, gamstates, audio, visual postprocessing, and more.

COMPETENCIES

Languages: C++, C#, Python, HTML/CSS/JS

Tools: Git/GitHub, Linux, CMake, Node.js, Unity