

Michael Banna

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EDUCATION

Polytechnique Montréal

Bachelor of Engineering in Software Engineering

Montréal, QC

Aug. 2021 – May 2025

The University of British Columbia

Exchange Semester

Vancouver, BC

Sep. 2023 – Dec. 2023

EXPERIENCE

Development Lead

Hamol Cosmetics

Jan. 2024 – Present

Remote

- Leading the migration of the company's website to a headless Shopify storefront, utilizing React and Shopify Hydrogen to modernize the infrastructure and enhance online consumer engagement.
- Developing modern informational pages and integrating advanced e-commerce functionalities to support rebranding initiatives and international market expansion.
- Implementing best practices in software development and project management to guide the team through critical development phases, ensuring timely delivery of the revamped platform.

Web Developer Intern

Fastercom Inc.

June 2023 – Dec. 2023

Montréal, QC

- Developed and enhanced features for an online vehicle fleet management and optimization platform using React and TypeScript, significantly improving functionality and user experience.
- Utilized various libraries, including Storybook, Chakra, and Lodash, to optimize development processes and enhance code efficiency, resulting in faster loading times and smoother performance.
- Collaborated closely with a cross-functional team of software developers and project managers to provide innovative solutions to optimize the platform's performance and successfully meet project goals.

PROJECTS

Abalone AI Agent | *Python, Minimax Algorithm*

May 2024

- Developed an AI agent using Python to play the board game Abalone, implementing strategic gameplay enhancements
- Utilized a Minimax algorithm with enhancements for decision making, improving the agent's performance in competitive scenarios
- Implemented advanced heuristics to evaluate game states, optimizing move selection based on strategic weightings

Find The Difference Game | *Electron, Flutter, Node.js, Express, MongoDB, Firebase* |

April 2024

- Developed a multi-platform Desktop/Android online multiplayer image comparison game with seamless cross-play.
- Established game match data persistence using MongoDB and user authentication and notifications using Firebase
- Implemented a breadth-first search algorithm to detect differences within an interactive drawing canvas.

Friend Commuting Android App | *Java, XML Layouts, Espresso, JavaScript, Node.js, Azure* |

Nov. 2023

- Developed and tested an Android app with Google Sign-In, Maps, and Calendar integration, featuring an intuitive UI and dynamic tabs for user-friendly navigation.
- Implemented back-end algorithms for optimal transit routes, user matching, and collaborative commuting.
- Ensured compliance with RESTful service standards and followed software engineering principles for functional and non-functional requirements..

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Java, SQL, HTML/CSS, Python, Swift, Dart, C/C++

Frameworks: Node.js, React, Angular, Svelte, Astro, Flask, Tailwind, SwiftUI, Flutter

Libraries: Jest, Mocha, Chai, Karma, Espresso, Storybook, Express, Socket.IO, Jupyter, Gradle

Design Tools: Figma, Adobe Creative Cloud, Affinity Suite