Ghita Lahbabi

Software Engineering Student – Montreal/Quebec

ghitalhb864@gmail.com 418-558-3849 LinkedIn ghitanooo Website

Education

Bachelor's Degree in Software Engineering *2024 — 2028*
Université Laval — QC

Experience

Software Developer Intern — Ubisoft *May 2026 – Aug. 2026*
Software Development Intern

- Contributed to the full development cycle of an internal web application (React/TypeScript, C#/.NET), from ticket analysis to testing and production deployment.
- Delivered new features and bug fixes across the front end and back end, including within a legacy codebase.
- Worked in an Agile team over multiple release cycles, quickly ramping up on a large existing codebase.

Student Employee — Retraite Québec *Oct. 2023 — May 2026*
Operational Support Analyst

- Structuring, cleaning, and updating internal datasets using Excel.
- Automating workflows through VBA scripts.

Clubs & Competitions

F1 Tenth Project — AI Club of Université Laval (CIA) *Since Sept. 2026*
Gesture-controlled racing car using an EMG armband, with Université Laval's autonomous vehicle team (VAUL). Trained a classifier on EMG muscle signals to recognize hand gestures, mapped in real time to driving commands.

Dr. Chopper's Clinic — ConUHacks X 2026 *Jan. 2026*
AI health assistant (React/TypeScript, Gemini, Supabase) that detects when a visit is needed, finds nearby clinics (Google Maps API) and calls them for availability through voice AI (VAPI, Google Cloud TTS).

Fraud Hunter — MPC Hacks 2026 *May 2026*
Tool that flags suspicious credit card transactions (Python, PyOD) using four anomaly detection models, ranked by how many models agree. Each flag comes with a plain-English reason and goes into a review queue.

Projects

Interactive Clinical Cases (GPHC) — Python / React
Internal web platform for learning through clinical cases, featuring on-demand case generation using AI, developed in collaboration with medical students.

Formula 1 Strategy Simulator — Python
Simulator comparing different tyre strategies based on circuit characteristics, weather conditions, and tyre degradation. Algorithmic approach focused on optimization and decision-making.

Retro 2D RPG Game — C++ / Raylib
2D RPG game developed in C++ using Raylib, including combat mechanics, entities, and collision handling. Real-time graphical project based on an object-oriented architecture.

Email Client/Server System — Python (TCP/IP Sockets)
Email system implemented using TCP/IP sockets for sending and receiving messages. Project illustrating the fundamentals of network communications and client/server architectures.

MovieToBook — C# / .NET, HTML / CSS
Web application that recommends books based on a selected movie. Integrates the TMDB and Google Books APIs with a matching algorithm based on genres and thematic similarity.

Skills

Programming Languages: Python, C++, JavaScript, TypeScript, Java, C#, ARM Assembly, Bash, PowerShell
Web and UI Development: HTML, CSS, React, Qt, Raylib
Libraries and Frameworks: NumPy, Matplotlib, ASP.NET Core
Tools and Environments: Git, GitHub, Linux, VS Code, NetBeans, JetBrains, Jupyter Notebook, LaTeX
Concepts and Practices: Object-oriented programming, multi-threading, TCP/IP sockets, state machines, graphical user interface development, unit testing (TDD), Agile methodologies (Scrum, Kanban)