

Mathieu Choueiry

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EDUCATION

B.Eng., Software Engineering

2023–2027 (expected)

Concordia University — Montreal, QC

GPA: 3.74

Relevant Coursework: Data Structures & Algorithms, Operating Systems, Software Architecture & Design, Software Testing/Verification & QA, Software Requirements & Deployment, Computer Graphics

DEC, Computer Science & Mathematics

2023

Vanier College — Montreal, QC

EXPERIENCE

Software Developer (AI + Full-Stack)

Feb 2026

groupeLexa — Montreal, QC

- Improved chat discoverability and onboarding by redesigning grouped navigation, modular sidebar components, and first-message UX for a legal AI assistant.
- Increased response reliability by building context modules for token budgeting, memory summarization, and response validation with automated tests.
- Improved answer quality and readability by implementing query routing/grounding validation and markdown-aware responsive UI updates.

Software Developer, Robotics Division (Student Club)

2026–Present

Space Concordia — Montreal, QC

- Advanced 6-DOF robotic arm software by implementing inverse-kinematics and motion-planning work in ROS2 and using GitHub rebasing/PR workflows for team integration.

E-Commerce Data Analyst Intern

Jan–Apr 2025

Union Lighting — Montreal, QC

- Reduced order and inventory friction across **3 systems** (Shopify, Excel, Microsoft GP) by building import scripts and validation checks.
- Improved stock and shipping coordination by producing concise reports and clarifying cross-team handoff workflows.

PROJECTS

ConUNav Mobile Navigation App

2026

React Native, TypeScript, GitHub Actions, SonarQube | GitHub

- Improved in-app navigation reliability by implementing live progress, ETA, rerouting, and robust location-permission handling in React Native and TypeScript.
- Increased maintainability by applying design patterns to caching and location-service components during feature delivery and refactoring.
- Improved delivery quality by adding tests, resolving CI/build issues, and integrating SonarQube checks in GitHub Actions workflows.

CrossRoads Bike-Sharing Platform

2025

Spring Boot, React, TypeScript, SQLite | GitHub

- Improved membership and billing correctness by implementing loyalty-tier verification and monthly-plan bill creation in Spring Boot with testing and edge-case fixes.

Ray Tracing Renderer

2025

Concordia University — Montreal, QC | C++, Multithreading, PPM | Reference

- Built a C++ ray tracer by implementing ray-sphere intersections, camera modeling, and material abstractions.
- Improved rendering realism and performance by adding reflections, shadows, anti-aliasing, depth of field, and simple multithreaded PPM output.

SKILLS

Languages: Java, Python, TypeScript, C++

Frameworks: React, Next.js, Spring Boot, React Native, ROS2

AI & Data: RAG, Embeddings, SQL, NoSQL (Firebase)

Tools: Git, Docker, GitHub Actions

Languages: French (Fluent), Arabic (Native), English (Fluent)