

Razit Intisar

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Summary of Qualifications

- Very motivated 2nd year Computer Engineering student with strong problem solving and analytical skills and a desire to build real AI and software systems.
- Excellent communication, time management, and teamwork skills demonstrated through years of collaborating with peers on group projects, with the ability to explain complex ideas both verbally and in writing.
- Experienced in leveraging AI tools and prompt engineering to accelerate development, solve problems, and build software more efficiently.
- Experienced in content creation, video editing, and motion graphics, with skills in social media marketing.

Technical Skills

Java | Java Swing | Python | C# | C | TypeScript | JavaScript | React | Next.js | Node.js | Electron
Prisma | PostgreSQL | Tailwind CSS | Git & GitHub | NI Multisim | MS Word | MS Excel | MS PowerPoint
Video & Content: CapCut | Video Editing | Motion Graphics | Thumbnail & Photo Editing | Social Media Marketing

Education

Bachelor of Engineering (B.Eng) Computer Engineering | Toronto Metropolitan University Sep 2024 – Exp. 2029

Relevant courses: Digital Systems, Software Systems, Object Oriented Analysis, Algorithms and Data Structures

Academic and Personal Projects

StackLauncher – Desktop Workspace & Tab Manager

July 2026

- Designed and built a cross platform desktop application that lets users organize browser tabs into persistent, named workspaces, solving a limitation in how mainstream browsers restore and group tabs.
- Developed the full application using Electron, TypeScript, and React, with a Vite build pipeline, Tailwind CSS for styling, and Framer Motion for interface animations.
- Owned the project end to end from concept to working build, managing application state, debugging, and feature development independently.

Personal Portfolio Website

July 2026

- Built a personal portfolio website to showcase engineering and software projects, running locally as a development build.
- Implemented the site with React, TypeScript, and Tailwind CSS, applying responsive layout and component based design principles.

Virtual Bookstore Application

March 2026 – April 2026

- Collaborated with 2 student peers to create an integrated Java Swing based bookstore application that simulates a bookstore environment where employees can manage books and customers can borrow and return them.
- Constructed both the front end and back end logic of the GUI based Java program, outlining tasks and procedural components together and providing feedback to collaborators on areas for improvement.

UNO Card Game

May 2026

- Built the popular UNO card game from scratch in Java using Java Swing and Object Oriented Programming principles, with consideration for time complexity and memory usage.
- Implemented the full game logic and rules independently rather than using pre written code, strengthening debugging, program organization, and problem solving skills.

Work Experience

Content Creator | YouTube

June 2026 – Present

- Create and publish original video content for a YouTube channel, handling the full production process from concept and scripting through editing and publishing.
- Edit, manipulate, and customize video using CapCut, producing motion graphics effects, transitions, and pacing that hold viewer attention.
- Design thumbnails and edit photos and hooks to improve click through and retention, applying an understanding of what makes content engaging for an online audience.

STEM Clinic Tutor | Danforth Collegiate and Technical Institute

September 2023 – June 2024

- Tutored more than 30 students in various STEM courses including Math, Science, Physics, and Chemistry, developing superior communication skills and the ability to explain complex ideas verbally.
- Supported student learning through worked examples, diagrams, and simplified explanations of complex concepts.