

Assem Alghaithi

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Objective

Majoring Software Engineer seeking an internship in Computer Science, driven by a passion for continuous learning and growth. Equipped with a solid foundation in Java, C++, and GodotScript. Eager to further develop programming skills and apply them in real-world scenarios.

Education

A.S. in Computer Science, Skyline College (San Bruno, CA) Aug 2023–May 2026 (Expected)

- GPA:** 3.91 (Overall)
- Coursework: Introduction to Java, Java Data Structures, Introduction to C++, C++ Data Structures, Discrete Math, Calculus II

Key Projects

Degree Planner (Java) github.com/AALG123

- Developed a Java-based academic planning tool retrieving course data from Skyline College's Web Schedule
- Implemented a Bayesian sorter to suggest courses based on professor rating, difficulty, and scheduling
- Enhanced with limited JavaScript for dynamic data fetching

Game Development (C++, Unreal Engine)

- Created an engaging prototype using Unreal Engine
- Demonstrated proficiency in C++ for gameplay logic and blueprint scripting

Syth.ai Integration

- Collaborated with syth.ai to leverage its powerful AI capabilities in project development
- Utilized syth.ai's robust framework to enhance application performance and scalability

Experience

Volunteer Software Engineer, GoodSubsMarket–Colma, CA Nov2023–Apr2024

- Created a responsive website for better online visibility
- Optimized Android-based monitors via ADB shell commands, enhancing energy efficiency

Organizer & Project Manager, GoogleDeveloperGroups(GDG)–Skyline College Sep2024–Present

- Coordinate on-campus events and manage volunteer teams
- Facilitate Google technology workshops, fostering a vibrant developer community

Scientific Researcher: SSG, Stanford University (Remote Apprenticeship) Sep2024–Nov2024

- Conducted AI/game development-related research in small scientific groups
- Gained hands-on experience in research design and methodology

Intern, Seshaat, Inc. (Remote) Apr2024–Sep2024

- Collaborated on AI-driven consumer tech experiments and product reviews
- Assisted with content development and research for AI Tech Report

Technical Skills

Programming Languages: Java, C++, Kotlin, HTML/CSS, JavaScript

Tools & Frameworks: Git, Unreal Engine, Godot, Unity, ADB Shell, Jetpack Compose (Kotlin/JS)

Other Skills: Critical Thinking, Problem-Solving, Communication, Creativity

Languages: English (Native/Bilingual), Arabic (Native/Bilingual)