

Ali Elsabbouri

Warren, MI • ali_sabbouri@hotmail.com • (313) 690-6662 • [Portfolio](#)

GitHub: [ALyS123](#) • LinkedIn: [Ali Elsabbouri](#)

Objective

Computer Science student graduating in Fall 2025 (GPA 3.92), with hands-on experience in full-stack development and machine learning. Seeking a software development internship or junior developer role to build scalable, user-focused applications.

Education

Wayne State University – Detroit, MI

Bachelor of Science in Computer Science (Expected Dec 2025)

GPA: 3.93 • Dean's List (Fall 2024 – Winter 2025)

Macomb Community College – Warren, MI

Completed 90+ credits toward CS degree

GPA: 3.8 • Dean's List (Winter 2022 – Summer 2024)

Certifications & Honors

- TestOut Network Pro Certified
- Phi Theta Kappa Honor Society

Technical Skills

- Languages: Python, Java, C++, C, C#, Swift, Dart, JavaScript, TypeScript, HTML/CSS
 - Frameworks/Tools: React, Django, Flask, Docker, Git, OpenAI API, Linux
 - Databases: MySQL, PostgreSQL, MongoDB
 - Concepts: Data Structures & Algorithms, OOP, Software Engineering, Operating Systems, Web Development
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Projects

AI-Powered Interview Prep Platform (Group Project) - [GitHub](#)

React, TypeScript, Django, OpenAI API, Docker

- Built a full-stack web app simulating interactive job interviews with real-time AI response scoring.

- Used OpenAI API for dynamic feedback and O*NET API to generate job-relevant questions.
- Containerized using Docker for consistent local development and deployment.

Chess Game with GUI (Personal Project) - [GitHub](#)

Python, Pygame, socket, threading

- Developed a rules-complete chess game with interactive GUI and full move validation (check, castling, promotion).
- Modularized code to support future multiplayer functionality.

Image Denoising with U-Net CNN (Personal Project) - [GitHub](#)

Python, PyTorch, U-Net, PIL, Matplotlib

- Trained a U-Net CNN to denoise corrupted RGB images using segmentation techniques.
- Built a full pipeline with preprocessing, inference, and side-by-side visual comparison.

Code Cracker (Group Project) - [GitHub](#)

Java, Swing

- Developed a number-guessing puzzle game to teach logic and event-driven design.
- Used ActionListeners and GUI panels to create an interactive user experience.

Tic-Tac-Toe Bot (Personal Project)

C++

- Programmed a CLI-based game with AI opponent, win detection, and replay loop.

Classic Pong Clone (Personal Project)

Python, Pygame

- Recreated arcade-style Pong with paddle physics and scoring logic.

Work Experience

Retail Store Manager – BP

28999 Schoenherr Rd, Warren, MI • 2020 – 2023

- Managed inventory, staffing, and daily store operations.
- Used C-Store Manager software to maintain records and generate sales reports.
- Built strong communication, leadership, and multitasking skills in a fast-paced environment.