Abdallah Mohammad

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TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres, MongoDB), JavaScript, HTML/CSS, R, Dart, GoLang
Frameworks: React, Node.js, JUnit, Spring, Google Tests, jQuery, Angular, Vue.js, .NET, Flutter
Developer Tools: Ubuntu, Bash, Git, Visual Studio, GNU, GDB, Jira, Bitbucket, Jenkins, Jupyter Notebook, Scrum, Postman, Powershell, Google Cloud Platform, VS Code, IntelliJ, Eclipse, Maven

EXPERIENCE

Software Engineer   Dec 2022 - Present
Hematogenix   *Chicago, IL*

- Assisted in the development of both front-end and back-end programs managing cancer data collection and database integration, handling over 1 million patient records and streamlining data processing by 40%.
- Customized over 20 databases to align with the unique requirements of ongoing research studies, ensuring optimized functionality and seamless integration for accurate and efficient data analysis.
- Played a pivotal role in establishing cloud infrastructure that securely stores and manages over 500 terabytes of critical data, enhancing accessibility and reducing data retrieval times by 30%.
- Monitored performance, resolved over 100 bugs, and reduced downtime by 25% through proactive troubleshooting.

Software Engineer   Sep 2020 - Dec 2022
Northwestern Medicine   *Chicago, IL*

- Developed and customized CRM solutions using C# and JavaScript for Northwestern's data management systems, enhancing functionality and user experience.
- Enhanced codebase efficiency by 30%, leading to a 15% reduction in server costs and improved overall system performance, enabling faster deployment and smoother operation.
- Conducted training sessions for end-users and support staff, increasing user adoption rates and reducing the need for technical support by 20%
- Actively participated in Agile meetings, contributing to the identification and resolution of new features and bugs, streamlining the development process, and enhancing product quality.

PROJECTS

Connect Four | *Python*   Dec 2022

- Designed and implemented a Connect Four game using Python and Pygame, including game board initialization, user input handling, and rendering.
- Integrated a Minimax algorithm with Alpha-Beta pruning to enable strategic decision-making for AI player, optimizing move selection based on game state evaluation.

Animated Bar Chart | *C++*   Jun 2022

- Designed an animated bar chart that dynamically visualizes numerical data. Utilized graphical libraries to create an engaging visual representation of data trends over time.
- Processed data from files to reflect numerical values and popularity in the animation, ensuring accurate updates.

EDUCATION & CERTIFICATIONS

University of Illinois at Chicago   Chicago, IL
B.S. in Computer Science

HackerRank   Remote
REST API