Abdi Abera

Bachelor of Science in Computer Science
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Education

Degree/Certificate	Institutes		Year
Computer Science minor Mathematics	Bunker Hill Community College		2019-2021
Computer Science	University of Massachusetts Boston		2022-Dec 2024

Experience

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  – As a hardworking and flexible computer science student who has worked in flight attendant, customer service, and crisis communications, I'm looking for a way to use my skills and knowledge to help your team reach its goals through an internship. With a creative approach to solving problems and good communication skills, I would like to share my experience and work with you and your team by good habit of hard work.

PROJECT1 - BUNKER HILL COMMUNITY COLLEGE

- *SEP. 2019 - DEC. 2021*

  SCHOOL NAME - BUNKER HILL COMMUNITY COLLEGE https://github.com/in/Abdiabera

  – Video game in Python
  – Movie Catalog Services by Java on Spring boot in Java
  – Debit Card Project in Java
  – Employee Registering, deleting, adding from database in Java
  – Reading data From file in C
  – Writing data to Memory in C
  – Employee Registering,Arranging,copying,Searching,modifying, deleting, adding in C, C++ and in Java

PROJECT2 - UNIVERSITY OF MASSACHUSETTS BOSTON

- *Spring. 2022 - Dec. 2024*

  SCHOOL NAME - UMASS BOSTON https://github.com/Abdiabera

  – Cribbage Game web
  – Calculator in Java, This Java project implements a basic calculator application using the Swing GUI toolkit.
  – Uno game in Java This project provides the specifications and requirements for the Uno game implementation.
  – Huffman in C programming
  – Making terminal command using C
  – Hamming (checking bit error) in C
  – BST and DFS in C, in Racket, and in Java
  – Web film in Java
  – Movie Catalog Services by Java on Spring boot
  – SQL Projects
  – Internet of Things Projects, This Internet of Things project focuses on cybersecurity, specifically on how to prevent hackers and understanding the different kinds of attacks

Skills

- **Programming**: Java •JavaScript •Data Structures and Algorithms • C++ • Python • Typescript • C Programming
- **Operating Systems**: Windows, Linux, MaCOS
- **Software Engineering**: Designing software , Web develop and some other projects
- **Cybersecucirty**: Learned and good eperience in IOT or in Internet of Things
- **Compilers**: Implementation, including formal specifications and algorithms for lexical and syntactic analysis, internal representation of the source program, semantic analysis, run-time environment issues, and code generation
- **Racket language**: The syntax and semantics of higher level languages. Mechanisms for parsing, parameter passing, scoping, dynamic storage allocation, and message passing are modeled by programs written in a suitably high-level language.
- **Database Management**: Including database programming. The course covers relational algebra, SQL, object-relational systems, embedded programming, and basic transaction concepts. It covers database design, both entity-relationship modeling and normalization.

- **Computer Architecture and Organization**: Computer hardware concepts and hardware-level programming for C programmers. Topics include digital logic circuits, computer organization of a microprocessor system (i.e., how CPU, memory, and i/o interface chips are interconnected), serial and parallel port interfacing, hardware programming in C and C/assembler, interrupt programming, device drivers. The necessary assembly language is also covered. The course includes a hands-on lab meeting one hour per week
- **Advanced Data Structures and Algorithms**: A systematic study of the methods of structuring and manipulating data in computing. Abstract data types. The design and analysis of algorithms. Advanced techniques for program development and organization.
- **An Introduction to Operating Systems**: Description of current operating systems, with focus on one or two in particular. Topics include defining the operating system as distinct from the hardware on one side and software systems on the other; process concepts; memory management; CPU scheduling; device management; file systems; network support.
- **Introduction to the Theory of Computation**: This course introduces such theoretical aspects of computing as models of computation, inherent limits on computation, and feasible computation. Topics include definition of computable functions (recursive functions, functions computable by Turing machines, functions computable in a programming language), unsolvability of the halting problem and related problems, the classes P and NP, finite automata, and context-free grammars.