Abdalrahman Alghefari

Software Engineering Student - University of Western Ontario

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LinkedIN | Website Portfolio

SUMMARY

Motivated software engineering student with expertise in web development, object-oriented programming, and cloud computing. Skilled in developing scalable applications and collaborating with diverse teams.

TECHNICAL SKILLS

- **Programming Languages:** C#, Python, Java, JavaFX, JavaScript
- **Web Development:** HTML, CSS, ReactJS, Node.js
- **Tools & Platforms:** IntelliJ IDEA, Eclipse, Visual Studio, Git, JIRA, MS Project
- **Cloud Technologies:** AWS (Certified Cloud Practitioner), Kubernetes, Docker, AWS Deployment with EC2
- **Game Development:** Unity
- **Databases:** MySQL, MongoDB
- **Training & Certificates:** AWS - Certified Cloud Practitioner, AWS Solutions Architect Certificate (Pending)

EXPERIENCE

Habitat For Humanity Volunteer: Team Leader   Sept. 2018 – May 2021
- Led a team of 7 volunteer students; championed safe working guidelines and kept the team motivated
- Utilized knowledge of community resources to refer clients to appropriate sources.
- Collaborated with others by contributing time, effort and talent to advance needs or further missions.
- Traveled to an underdeveloped village in Nepal, Kathmandu on a service trip to construct three homes

PROJECTS

Website Portfolio (top of page)
- Designed and developed a professional portfolio website using HTML, CSS, and JavaScript to showcase skills and projects (Unity game, Destinations app)
- Created a visually appealing and user-friendly interface to effectively showcase project details
- Received positive feedback on the portfolio's design and functionality from peers and industry professionals

Destinations App
- Developed a full-stack web application enabling users to explore, search, and curate personalized lists of destinations.
- Designed and implemented a secure back-end using Node.js and Express with a MongoDB database for dynamic data storage and retrieval.
- Created RESTful APIs for managing user-generated lists, searching destinations, and performing admin-level operations.

Unity Game
- Developed a 3D game using Unity and C# to enhance game development and 3D modeling skills.
- Implemented game mechanics such as player movement, collision detection, and scoring system.
- Designed intuitive game levels and optimized performance for smooth gameplay.

EDUCATION

University of Western Ontario || London, Ontario   Expected Graduation: May 2026
3rd Year Student - Software Engineer B. Eng. Pending