BASEL AL RAOUSH
Software Engineering Intern

I'm a software engineering student with a passion for learning and constantly improving my skills. I love diving into details and ensuring that the work I do is both high quality and thoughtful. I'm excited about solving problems and contributing to impactful and meaningful projects, always aiming to improve and expand my engineering skills.

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EDUCATION

Computer science engineering
Budapest university of technology and economics
09/2022 - Present   *4/5 GPA*

PERSONAL PROJECTS

Movie Recommendation System (C++/Java)
- Developed a movie recommendation system in C/C++ using CLI.
- Upgraded the project in Java to include a graphical user interface (GUI) for enhanced user interaction.

Pipes in the Desert (Java) Team Project (02/2024 - 06/2024)
- Collaborated with a team to develop a strategic game in Java.
- Followed the full software development life cycle (SDLC), starting with problem description, forming requirements, and modeling.

OpenMetroMaps Contribution (Java) (09/2023 - 01/2024)
- Contributed to the OpenMetroMaps project in collaboration with BKK and the university.
- developed features such as adding and managing stations.
- Gained experience in working with open-source projects and collaborating in real-world environments.

Snake Game (Python)
- Developed a classic Snake game using Python, implementing game logic, movement mechanics, and scoring systems.

Map-Based Quiz Game (Python)
- Created an interactive quiz game using Python.

SOFT SKILLS

problem-solving   attention to detail   teamwork
communication   time management   adaptability

ACHIEVEMENTS

Cybersecurity: Completed course in cybersecurity (CISO) (09/2022 - 01/2023)

100 Days of Code: Python Bootcamp: (2023)

LANGUAGES

english
Full Professional Proficiency

Arabic
Native or Bilingual Proficiency

TECHNICAL SKILLS

Programming Languages: Python, Java, C/C++, C#, SQL

Integrated Development Environments : Visual Studio, IntelliJ IDEA, Eclipse, PyCharm

Software Techniques: Multithreading, Concurrency, Parallelism

Design Principles: Object-Oriented Design (SOLID principles, design patterns)

Database Systems: MSSQL, Oracle, MySQL

Version Control: Git, GitHub, GitLab

Static Analysis Tools: SonarLint

Build Tools: Maven, Gradle

Development Methodologies: Agile (Scrum), Waterfall, Kanban

Cybersecurity Tools: Wireshark

Containers & Virtualization: VirtualBox, VMware