

ALI MASHNI

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OBJECTIVE

A junior Software Engineering student with a strong foundation in backend development, data structures, algorithms, and full-stack web technologies. Passionate about building scalable software solutions and continuously expanding my knowledge through hands-on projects and coursework. I look forward to applying my technical expertise in software development, problem-solving, and system design to contribute to the success of innovative projects.

EDUCATION

King Fahd University of Petroleum & Minerals | Dhahran, Saudi Arabia

Bachelor of Science in Software Engineering

August 2021 – May 2026 (Expected)

- Cumulative GPA: 3.97/4
- Major GPA: 4/4
- Concentration in Cyber Security
- Top 10 Students in Prep Year

Relevant Coursework

Data Structures and Algorithms, Web Development, Software Design, Software Quality, Object-Oriented Programming.

EXPERIENCE

King Fahd University of Petroleum & Minerals | Dhahran, Saudi Arabia

Grader for object-oriented programming

September 2023 – December 2023

- Reviewed and graded 575+ lab assignments across 23 labs for a section of 25 students, ensuring adherence to best coding practices and industry standards.
- Provided personalized feedback to help students enhance their understanding of object-oriented programming.

Grader for programming in Python and C

June 2023 – August 2023

- Developed a comprehensive grading rubric to ensure consistency in evaluating assignments.
- Graded approximately 450 assignments assessing accuracy, code quality, and adherence to coding standards.

Projects

Smart Study Scheduler System | <https://github.com/Ali-Mashni/smart-scheduler>

January 2025– Present

Designed and developed a web-based student time management system using **React**, **MongoDB**, and **Node.js** to help university students efficiently organize their academic and personal schedules. The platform features a dynamic scheduling system that prioritizes tasks based on deadlines and automatically adjusts study hours during exam periods.

Web-based Aim Training Game | https://github.com/Ali-Mashni/Aim_Training

September 2024 – December 2024

Developed a browser-based aim training game using HTML, CSS, and JavaScript to enhance user precision and reaction time through timed clicking challenges.

SKILLS

Programming Languages: Java, Python, JavaScript

Database Management: MySQL, MongoDB, PostgreSQL

Web Development: HTML, CSS, JavaScript, React, Node.js (certified in Responsive Web Design)

Development Tools: GitHub, Lucidchart, VS Code, IntelliJ IDEA, JIRA, Figma

Software Engineering Concepts: Agile Methodologies, Software Development Life Cycle (SDLC), API Development

Languages: Arabic (Native), English (Fluent – Used in Academic and Professional Settings, STEP Score: 91/100)