Ayaa Obeidat

Software Engineer

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PROFILE

With a proven track record as a Software Engineer, I possess a robust understanding of the Software Development Life Cycle (SDLC). I am proficient in the creation and interpretation of Unified Modeling Language (UML) diagrams and Object Constraint Language (OCL). I bring a wealth of knowledge in software design concepts and design patterns. My expertise extends to the meticulous gathering of system requirements, adeptly discerning between functional and nonfunctional requirements. Additionally, I excel in the formulation of tutorial and procedure templates. I demonstrate a keen proficiency in crafting comprehensive test cases and bug reports. I navigate the Software Testing Life Cycle (STLC) seamlessly, encompassing test planning, monitoring, control, analysis, design, implementation, execution, and completion.

I have consistently endeavored to expand my knowledge base through a deliberate selection of courses. These courses have been instrumental not only in experimenting with and acquiring proficiency in new programming languages but also in delving deeper into languages where I have foundational knowledge.

My professional aspirations are centered around becoming a proficient developer, with a current focus on web development and achieving full-stack proficiency. Simultaneously, I am dedicated to developing expertise in mobile development, specifically using the Flutter platform.

EXPERIENCE

Full Stack Web Developer Intern   12/2023 – 02/2024
The Hope International

Throughout this training program, I engaged with a comprehensive set of technologies, including C#, HTML, CSS, JavaScript, SQL, Entity Framework, Bootstrap, and ASP.NET Core. By the conclusion of the training, I successfully leveraged these skills to conceive and develop a fully functional website project, encompassing both front-end and back-end interfaces.

Mobile App Developer Intern   12/2023 – present
The EasyLearn Academy

The focal point of my recent training was centered around application development using platform technologies, specifically Dart and Flutter.

Team Leader   01/2022 – 01/2023
Softwarian Team [University Team]

In my capacity as the Team Leader at Softwarian, an unpaid university team focused on collaborating with students from the College of IT, I have assumed the pivotal responsibility of orchestrating efforts to simplify intricate concepts for enhanced comprehension. Preceding my leadership role, I made substantial contributions to the team by delivering comprehensive explanations of materials.

PROJECTS

Graduation Project "Mahali" 🔗   10/2023 – 01/2024

"Mahali" is a system that includes a group of local stores to support local products and increase the promotion and marketing of high products. In addition, it offers the advantage of traditional shopping in a way that suits the conditions of life and the times available to people without making any effort or extra time by making it available to people by browsing for high stores and their electronic production and tracking their sites directly on the ground as well as providing the feature of e-shopping and completing the process of e-shopping.

Employee Management System ✐

A sophisticated information system has been developed with the primary objective of managing and maintaining employees' information effectively. This encompasses a comprehensive suite of functionalities, including meticulous attendance tracking, precise payment calculations, and systematic assessment of overtime accruals. The system also intricately manages key aspects such as total working hours, individual overtime accounts, and the administration of vacations and holidays. This holistic approach underscores a commitment to providing an integrated, professional solution for the seamless administration of critical employee-related processes within an organizational framework.

Grading-System ✐

The construction of a system facilitating students' access to their academic marks, incorporating auditing and validation processes, is orchestrated through the utilization of **Java programming language** in conjunction with the **NetBeans** integrated development environment. This strategic pairing forms the basis for the development of a sophisticated and efficient system. The system's core functionalities encompass a meticulous audit of student marks followed by a comprehensive validation process, ensuring the accuracy and reliability of academic data.

Grill-Harley-Restaurant ✐

The development of a restaurant management system, specializing in the sale of pizza and burgers, has been executed through the proficient use of **Java programming language** in conjunction with the **NetBeans** integrated development environment. This system offers customers the convenience of accessing a comprehensive menu and making selections at their discretion. Further, the system facilitates seamless transactions by providing payment options through credit card or cash upon receipt of the order.

Mini Game ✐

Utilizing **C# programming language and Visual Studio Code**, a 2D shooting game has been meticulously crafted. The game comprises two distinct stages, culminating in the selection of a victor.

Toy-Shop ✐

The creation of a children's toy store system through **Adobe XD** involves a systematic and user-centric design process. Utilizing the capabilities of Adobe XD, a renowned tool for user experience (UX) and user interface (UI) design.

Upcycled Food System ✐

The proposed system encompasses a comprehensive solution for the recycling and utilization of waste and expired food, fostering collaboration among markets, restaurants, and end-users. A sophisticated application serves as the interface for businesses to share pertinent information seamlessly. Moreover, the system streamlines the collection of expired food, channeling it to specialized facilities capable of recycling and repurposing it into new materials and products. This innovative approach aligns with sustainability goals, aiming to minimize food waste and actively contribute to the principles of a circular economy.

SKILLS

Software Development Skills
Java , C# , JavaScript , PHP , Python , HTML , Problem-Solving , Flutter , Bootstrap , Entity Framework , JUnit , Black Box Testing , White Box Testing , Algorithms , Data Structures , Asp.net Core , Dart , SQL , PL/SQL , CSS , C++ .

Personal Skills
- The capacity to contribute effectively to a team.
- An enthusiasm for web development.
- Self-motivated and a quick learner.
- Proficient communication abilities.

EDUCATION

Bachelor of Software Engineering   10/2020 – 01/2024
Jordan University of Science and Technology

3.83 Excellent

CERTIFICATES

HTML Course 🔗
After successfully completing the HTML lessons on the Orange website, the course concluded with a comprehensive examination. I obtained my certificate upon achieving a successful score.

CSS Course 🔗
After successfully completing the CSS lessons on the Orange website, the course concluded with a comprehensive examination. I obtained my certificate upon achieving a successful score.

JavaScript 🔗
After successfully completing the JavaScript lessons on the Orange website, the course concluded with a comprehensive examination. I obtained my certificate upon achieving a successful score.