

Mohammed Shakleya

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR · UNIVERSITY OF ANTWERP

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“Be the change that you want to see in the world.”

Skills

DevOps	GCP, Docker, Linux/Unix, Git, CI/CD
Back-end	Django, Flask, Apache, Nginx, Node.js, MySQL, PostgreSQL, REST API
Front-end	Javascript/Web, Bootstrap, Angular.js, Vue.js, React.js, HTML5, SCSS/SASS
Programming	C/C++, Python, PHP, Kotlin, Go, objective-C, Swift, Bash, LaTeX
Languages	Fluent in English, Fluent in Dutch

Experience

UDDAN

Brussels, Belgium

JUNIOR FULL STACK DEVELOPER

2020 - 2021

- Designed and developed front-end and back-end applications utilizing ReactJS, NodeJS and Javascript.
- Wrote structured, tested, readable and maintainable code following common security practices and development design patterns.
- Assisted in developing and implementing systems architecture designs, patterns and approaches.
- Wrote unit tests to verify the functionality of user interfaces, back-end processing, connectivity, and relational database interactions.
- Built fully automated CI/CD pipelines on CircleCI for containerized applications using Docker and AWS.

Personal Projects

Recommendation Simulator and Explorer

WEB APPLICATION

Feb. 2022 - Jun. 2022

- Participated in Building and deploying a full stack single page webapp with a mobile-first design approach that facilitates research, evaluations and comparisons of recommendation algorithms.
- Gained experience working in a team to analyze a concrete problem and implementing a solution in the form of a new software system, including database implementation and maintenance.
- Focus was on good quality of database design and writing quality software, with an eye for usability, efficiency, scalability and extensibility.
- Much Effort was put into good team coordination and communication, reports, codereviews, testing, documentation and meetings where the status and planning of the project was discussed
- Used tech stack: React, Javascript, Bootstrap, HTML/CSS, Sass, Python, Pandas, Flask, SQLAlchemy, Celery, Nginx, Redis, Postgresql, GCP.

Doodle Jump

2D GAME

Jun. 2022 - Sep. 2022

- Designed and implemented an interactive game, inspired by Doodle Jump, in C++ and SFML.
- Created a well-designed flexible architecture, fully utilized advanced C++ features and provided high-quality extendable code.
- Focus was on good software design and code quality, project organization, object-oriented/modular programming, correct use of design patterns and good use of polymorphism in the class hierarchy of the game entities and their interactions.
- Made use of formal thinking when abstracting problems and solutions, such as when defining interfaces in object-oriented programming or when setting up generic algorithms and data structures.
- Design patterns implemented: Model-View-Controller, Observer, Abstract Factory, Singleton

Racing game

2D GAME

Dec. 2021 - Jan. 2022

- Participated in developing an AI controlled 2D racing game using reinforcement learning in C++.
- Relevant features implemented: 2D racing game simulation, XML parser for car specifications (Acceleration, Max speed, Torque, Braking force...), image parser to map track sketches to 2d tracks in game, SAT collisions, collision sensors, neural networks (controlling the cars) and genetic algorithms (uniform cross-breeding, random mutation and cross-over).

Music Recognizer

SOFTWARE

Apr. 2021 - Jun. 2021

- Participated in developing a music recognizer program using the Boyer-Moore-Horspool algorithm in python.
- Given a short audio clip, attempts to find the corresponding song title.
- Focus was on showcasing the use of Automata Theory concepts in real world problems.

Red Black Tree

DATA STRUCTURE

Oct. 2020 - Oct. 2020

- Implemented a red-black tree datastructure in python.

Education

University of Antwerp

Antwerp, Belgium

B.S. IN COMPUTER SCIENCE

Sep. 2020 - Present

- Relevant Coursework: Data abstraction and structures, Computersystems, Software Engineering, Advanced programming, Databases, Operating Systems, Algorithms and Complexity, Computer networks, Computer and network security, Distributed Systems
- Got invited to and participated in the Honours programme for The Faculty of Science which is given to talented and competitive students