

OMAR ALBASRI

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TECHNICAL SKILLS

Hard Skills | Java, Python, JavaScript (React), Haskell, HTML & CSS, Tailwind, Firebase, C, SQL

Soft Skills | Project Management, Networking, Agile Development, Leadership

Testing/Deployment | Jest, JUnit

Developer Tools | Git, npm, Agile Methodology, TDD

RELEVANT PROJECTS

Full-Stack Netflix Clone

Project

JavaScript Application

Javascript | React | Tailwind | Firebase | Git | TMDB API

- Developed a fully functional Netflix Clone using **React**, demonstrating strong proficiency in the framework
- Developed and implemented a **REST API** using **Firebase** to manage user authentication, user profiles and prioritizing a seamless user experience
- Utilized **TailwindCSS** to create a responsive and visually appealing user interface, ensuring optimal user experience across devices
- Implemented **JavaScript** to add dynamic features and interactivity, enhancing it's overall funtionality
- Integrated **Axios** to fetch and display movie data, enhancing the application's content library
- Reviewed by 10+ Software Developers on Discord

Simple C Shell

Project

C Application

C | Agile Development | Data Structures

- Collaborated with a team of 5 members to develop a low-level **Unix-Type** application using **C**
- Designed and implemented **core shell functionalities**, including command parsing, execution, input/output redirection and history
- Gained valuable teamwork experience by actively participating in the group project, fostering effective communication and collaboration among team members
- Employed **data structures**, including stacks and linked lists, to efficiently manage and process command inputs

Cryptogram Game

Project

Java Application

Java | GitLab | Agile Development

- Collaborated with a team of 5 members to develop a low-level application in **Java**, emulating a Cryptogram Game
- Implemented complex **cryptographic algorithms** and data structures to create the core functionality of the Cryptogram game
- Demonstrated strong problem-sovling skills by resolving issues related to **game logic, user input validation and data manipulation**
- Utilized verion control tool, **GitLab** to manage and track code changes, ensuring efficient collaboration and codebase management

EDUCATION

University of Strathclyde - Bachelor's of Science, Software Engineering

2021-2026

University of Strathclyde - Foundation Degree, Science and Engineering 68% average

2021

INTERESTS

Non-exhaustive: Bodybuilding, Running, LeetCode, Reading, Piano/Guitar, Manga and Software Engineering