Abdallah AlAjlouni

COMPUTER ENGINEER

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Abdallah AlAjlouni

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Amman, Jordan

EDUCATION

Bachelor's Degree, Computer Engineering

Jordan University of Science and Technology

2021-Present

Contributions:

Member of IEEE RAS - JUST

SKILLS

- C++
- Python
- C#
- HTML/CSS
- JavaScript
- Object Oriented Programming
- Data structures and algorithms
- Problem Solving
- Assembly

LANGUAGES

Arabic (Native). English (Fluent).

COURSES

- Workshop/Fundamentals of Accelerated Computing with CUDA C/C++ , Nvidia
- Fundamentals of Deep Learning, Nvidia
- Building Transformer-Based Natural Language
 Processing Applications,
 Nvidia

PROFILE SUMMARY

Student of Computer Engineering with a current GPA 3.42. With experience in Software Engineering project involving Object Oriented Programming, implementing Operating Systems principles and algorithms in C/C++ and hardware experience using Micro Chip PICs and programming them in Assembly and C.

PROJECTS

OperatingSystems Principles Implementation in C++

Oct / 2024 - Jan / 2025

I worked with Prof. Mohammad Al Shboul implementing:

- An OS scheduler project with a non-preemptive Ranking Scheduling Algorithm.
 C++ was the chosen language for this project. I worked with a team of 3 in programming this project.
- Development of a high-performance Parallel Number Analysis System in C++ implementing multi-threaded processing for identifying prime numbers and palindromes, implementing thread-safe operations using mutex synchronization.
- Implementation and testing of both programs took place in Linux/Ubuntu. Using the g++ compiler.

Programming Micro Chip PICs in Assembly and C

Oct / 2024 - Jan / 2025

I worked with Prof. Osama Al-Khaleel on:

A project in which we used a PIC 16f877a to control LEDs, a Servo motor and a
potentiometer, using MikroC to program the microcontroller using Pulse Width
Modulation to control the brightness of the LEDs and the potentiometer to
control the servo meter according to certain voltage parameters.
This was done both virtually using Proteus 8 and practically using the same
hardware components.

Programming a Learning Management System in C#

Feb / 2024 - Jun / 2024

I worked on:

- A C# console-based Task Management System with team collaboration features such as:
 - -Implementation of secure user authentication with role-based access control (Manager/User roles).
 - -allowing task assignment, progress tracking and a reporting system for task status monitoring and team performance analysis.
 - -I worked with a team of 3 in programming this project using UML diagrams to describe the structure of the program.