Gabriel Abdul-Raheem

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Full-Stack Software Engineer

Summary

Full-Stack Software Engineer with 5 years of coding experience and 2 years of professional Software Engineering experience looking for a fresh set of challenges. I am ready to hit the ground running producing high-quality work.

SKILLS

- C, C#, C++
- Linux
- Data Structures
- Systems Engineering
- Low Level Programming
- Algorithm Design
- VxWorks
- Python
- REST API Design
- Unit-testing
- Flask/SQLalchemy
- MySQL/PostgreSQL
- Optimization
- Git
- Angular
- HTML, CSS, JavaScript
- Agile Framework
- Test Driven Development
- High Level Programming
- Problem Solving
- Real-Time Programming

EDUCATION

Graduated 04/2022 — **Holberton School** – Tulsa, OK

- Full Stack Software Engineering Fundamentals Certificate of Completion with an emphasis on C, Python, JavaScript, and SQL.
- Completed specialization in Low-Level and Blockchain Development with heavy emphasis on C, and Python.

EXPERIENCE

10/2022 – Present — **Software Engineer,** CymSTAR

- Embedded programming and testing of various simulated systems on flight simulator devices (memory management, ethernet interfaces, semaphore protecting and buffering memory).
- Integrate malfunctions communicating via MIL1553-STD and MIL762-STD busses.
- Integrate pilot requested features across all simulator projects assigned to.
- Real-time VxWorks programming environment.

A-10C Flight Simulator:

- Implemented a “config in progress” indicator for the ARC-210 Radio simulation on the Heads-Up-Display and the RCU that indicates when ARC-210 GEN 6. radios are currently configuring and inoperable.

- Migrated and optimized the processing of 100,000+ DISNET emitter packets per minute from one MVME-6100 board to another MVME-7100 board.
- Various bug fixes and codebase maintaining of communication between simulated and non-simulated systems.
- Utilized VME shared memory architecture.

C5-AMST Flight Simulator:

- Implement malfunctions to train pilots and maintenance crew how to react when encountering malfunctions in flight using C, C++, and FORTRAN.
- Softpanel development using PYQT5 to allow Instructor at IOS station to control testing environment for pilot in the sim.

05/2022 –10/2022 **Business Software Developer,** FordAV

- Worked on the front-end and back-end as a generalist Software Engineer of the FordAV Intranet to implement bug fixes as well as feature requests and reviewing pull requests across the core stack.
- Utilized Typescript HTML/CSS via to create components as required of the feature requested to implement
- Created Backend endpoints to allow for Frontend API calls.