

George Doujaiji

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EDUCATION

Oregon State University | B.S. in Computer Science (GPA: 3.9)

April 2023 - Present

- Relevant coursework: Discrete Mathematics, Web Development

University of Central Florida | Computer Science

Jun 2020 - Dec 2022

- Relevant coursework: Data Structures and Algorithms, Object Oriented Programming, Calculus II, Systems Software, Intro to Programming with C, Computer Logic & Organization

Certifications

- Supervised Machine Learning by Stanford Online (Coursera)
- Intro to Machine Learning (Kaggle)
- Intro to SQL (Kaggle)

SKILLS

Expert: Python, Data Structures and Algorithms, Terminal/Shell

Proficient: API, Git, Unix/Linux, Systems design, Object Oriented Programming, Web scraping

Familiar: Machine Learning, Deep Learning, TensorFlow, SQL, JavaScript, Node.js, C, C#, SCRUM

Interpersonal: Communication, Teamwork, Bilingual (Arabic and English), Inquisitive, Passionate

WORK EXPERIENCE

Google Software Engineering Internship Application Process

May 2022 - Aug 2022

- Spent the Summer mastering data structures and algorithms, successfully passing 3 rigorous technical interviews as part of Google's highly competitive selection process.
- Accepted into Google's internship program, but unmatched to a project due to limitations. This experience, however, gave me valuable insights into their rigorous selection process.

Programming Tutor at Wyzant.com

Sep 2020 - May 2021

- Delivered ongoing, personalized 1-on-1 sessions in Python to 11 students, both online and with in-person sessions requiring commute. Earned a 4.9-star rating over 32 impactful hours.

PROJECTS

Minesweeper-Solver

- Recreated the classic game of Minesweeper in Python, engineering an intuitive GUI.
- Developed a bot using advanced graph theory principles and self-designed algorithms, effectively emulating human gameplay, solving 100% of deterministically solvable boards.

Linear Regression Model from Scratch

- Built my first Linear Regression model using NumPy & vectorization to predict NYC taxi fares.

Spotify-QuickSave

- Engineered a modular and adaptable application integrating Spotify's API, allowing users to instantly save the currently playing song to their library and specified playlist.
- The robust system design allowed easy swapping of components, which allowed me to seamlessly integrate a Raspberry Pi connected circuit with buttons to handle the app's input.

Pathfinding Visualizer

- Interactive program to visually demonstrate well known pathfinding algorithms, such as A*.
- Allows users to draw the traversable map with barriers and observe the algorithms in action.

Spotify Trees

- Python-based tool leveraging the Spotify API to manage and organize playlists in a tree structure. Successfully handles over 3,000 songs across ~80 playlists.