

# George Doujaiji

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## SKILLS

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

**Proficient:** API, Git, Unix/Linux, System design, OOP, Data management, Web scraping

**Familiar:** Machine Learning, SQL, Scikit-Learn, JavaScript, Node.js, C, C#, SCRUM, Raspberry Pi

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

## EDUCATION

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

*April 2023 - Present*

- Relevant coursework: Discrete Mathematics, Web Development

**University of Central Florida | B.S. in 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

- Intro to Machine Learning (Kaggle)
- Supervised Machine Learning: Regression and Classification (Coursera)
- Intro to SQL (Kaggle)

## WORK EXPERIENCE

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**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*

- Provided tailored instruction to students in Python and various programming topics, both online and in-person, enhancing their understanding and proficiency.

## PROJECTS

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### Minesweeper-Solver

- Recreated the classic game of Minesweeper, 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 from scratch w/ 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.