FIRST LAST

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EDUCATION

Some University   *Somewhere, State*
B.S. Computer Science, Minor in Mathematics   *Expected Graduation: June 2028*
- **GPA:** 3.71/4.0
- **Relevant Courses:** Data Structures, Systems Programming, Advanced Programming Tools and Techniques, Mathematical Foundations of Computer Science, Introduction To Software Development, Computing and Informatics Design I and II.

PROFESSIONAL EXPERIENCE

Some Company   *Remote*
Software Engineer Coop   *September 2024 – April 2025*
- Migrated core UI components from React Native to Flutter, improving cross-platform maintainability and performance.
- Designed and implemented GraphQL queries, streamlining data retrieval speed and efficiency.
- Collaborated in a fully remote Agile team across 3 time zones to deliver weekly sprint goals.

PROJECTS & OUTSIDE EXPERIENCE

Redis-Lite   *Somewhere, State*
Software Engineer   *May 2025 – July 2025*
- Engineered a high-performance, in-memory key-value store in C with support for 10,000+ concurrent clients using a single-threaded, event-driven TCP server.
- Implemented core Redis commands with sub-millisecond latency under load (avg. 0.51ms for 10k clients).
- Applied a length-prefixed protocol to frame messages, ensuring reliable and efficient parsing of TCP streams.
- Debugged memory issues using Valgrind and GDB, resolving leaks and improving server stability.

Banking System   *Somewhere, State*
Software Engineer   *April 2025 – June 2025*
- Built a modular banking system with realistic account handling and interest logic using clean OOP design and principles.
- Applied Test-Driven Development with 260+ test cases achieving 94% mutation coverage and 97% line coverage.
- Developed through a CI/CD pipeline to ensure code quality and automated testing.
- Prioritized maintainability, readability, and scalable architecture throughout the project.

IBSuperday   *Somewhere, State*
Founding Engineer   *January 2025 – February 2025*
- Developed a full-stack web application utilizing ReactJS and TypeScript, enabling efficient LinkedIn profile scraping and professional networking
- Built an AI-powered email automation pipeline for personalized, scalable connection requests.
- Optimized data scraping pipeline to maintain legal compliance and improve efficiency.

Chess Engine   *Somewhere, State*
Software Engineer   *January 2024 – June 2024*
- Optimized engine efficiency and accuracy by implementing alpha-beta branch pruning, reducing computation time by ~35%.
- Programmed fundamental piece mechanics and game logic from scratch, demonstrating strong algorithmic thinking.
- Improved user engagement and gameplay experience by developing an AI opponent featuring 3 distinct difficulty levels.
- Consistently outperformed 1800 ELO chess bots with a material advantage of +3 or more.

ACTIVITIES

- **CodeFest 2025**: Nominated for *Best Social Impact* for building a phone-based scheduling and reminder assistant.
- **Chess Club 2023 Co-Leader**: Mentored new players and organized events, doubling membership from 10 to 20+.

SKILLS

Languages & Frameworks: C/C++, Java, Python, JavaScript, ReactJS, SQL

Tools & Methodologies: Git, Docker, GDB, Valgrind, CI/CD, TDD, Agile.

Spoken Languages: Arabic (native), French (intermediate).