

Hosam Tageldin

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EDUCATION

Duke University – Pratt School of Engineering

Graduated May 2022

B.S.E. in Electrical and Computer Engineering – B.S. in Computer Science

- Member of Duke's inaugural cohort of the Clark Scholarship (Engineering, Entrepreneurship, Leadership, Business)

Relevant Coursework: Design/Analysis of Algorithms, Web Application Development, Software Design and Implementation, Data Structures and Algorithms, Operating Systems, Computer Security, Digital Systems, Engineering Design/Communication

TECHNICAL SKILLS

Languages/Libraries: Java, JavaScript, TypeScript, C++, Python, C#, HTML, XML, CSS, ReactJS, VueJS, and Bootstrap

Tools: Git, MongoDB, Firebase, NodeJS, Heroku, Airtable, Linux/Unix, Google Analytics, Enzyme, and SOLIDWORKS

WORK EXPERIENCE

Google

New York, New York

Software Engineer – Google Ad Manager

July 2022 – Present

HubSpot

Cambridge, Massachusetts

Software Engineer Co-op – Artificial Intelligence Front-End

January – June 2022

- Developed the Data Quality Command Center for users to review and fix data issues about their customer records.
- Tested the application with thorough unit testing of the 50+ components and 30 end-to-end acceptance tests.
- Released application to 75 users and reiterated application design by conducting customer interviews and beta tests.
- Migrated 5 applications (20,000+ lines of code) to TypeScript which helped my team complete company wide goals.

Microsoft

Seattle, Washington

Software Engineer Intern – Hybrid Applications

May – August 2021

- Expanded the WebView2 APIs which allow end developers to embed web content into desktop applications.
- Designed, implemented and released an API to enable developers to customize context menus in WebView2.
- Worked with internal and external users to clarify needs for the new API and incorporate it into their applications.

Your Budget Movers

Cary, North Carolina

Full-Stack Developer

March 2020 – May 2021

- Developed and released the company web application that supports multiple cities in North and South Carolina.
- Built the back-end system for company managers to handle and reply to submissions from 20+ different forms.
- Implemented an internal web application for finance management used to track expenses, wages and income.

Duke Computer Science Department

Durham, North Carolina

Undergraduate Teaching Assistant

December 2019 – April 2022

- (Advanced Software Design and Implementation - CompSci 308) Mentored 5-6 students on the overall design of course projects with a focus on SOLID principles, data-driven approach, design patterns, and team communication.
- (Data Structures and Algorithms - CompSci 201) Led weekly recitation for 30 students on current course topics.
- Graded projects, homework assignments, and tests and held weekly one-on-one or group help sessions.

PERSONAL PROJECTS

Student Founder Program – MongoDB, Express, ReactJS, NodeJS, Airtable

- Developed a web application for 30 entrepreneurship mentors to track students' progress through data compilation.
- Created a sister web application to support the 200 students with personal progress visualization and goal tracking.
- Implemented the end-to-end workflow for students to submit and receive feedback on plans, goals, and reflections.

Monopoly – JavaFX, Firebase, XML

- Designed the Model-View-Controller framework for a single player and multiplayer version of Monopoly.
- Implemented and tested the View and Controller that allowed for over 10 different versions of the game to be played.
- Designed the code heavily around data-driven design, the Factory Design and the Observer Design pattern.

Insight Informed Innovation – MongoDB, Express, ReactJS, NodeJS, Python

- Architected and implemented a web application to assist entrepreneurs in monitoring their resources and insights.
- Implemented an assistance tool that recommended new assets using web scraping and natural language processing.
- Tested the application over the course of 4 semesters with 75 university students taking entrepreneurship courses.