

IBRAHEM WATTAWEDA

4th year Software Engineer student | Looking for full-time Software Engineer position

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<https://github.com/lbrahwem>



<https://www.linkedin.com/in/ibrahem-wattaweda/>

press to see my personal website: https://lbrahwem.github.io/Personal_Website/

SUMMARY

- I am eager to work where I can increase and expand my knowledge
- I have a curiosity of solving problems and thinking in creative solutions
- I can adapt to new environments quickly and enjoy working with a team

EDUCATION

2018 – Present: Sami Shamoon College of Engineering - Be'er Sheva, Israel
Current GPA: 83

SKILLS

- | | | | | |
|----------|--------------|-----------|------------------------|----------|
| • C | • Asp.net | • Unity | • Microsoft SQL server | • YACC |
| • C++ | • HTML | • Blender | • Sqlite3 DB | • LEX |
| • Python | • CSS | • Jenkins | • SQL DB | • Django |
| • Java | • JavaScript | • Jira | | • Linux |
| • C# | | • GitHub | | |

PROJECTS

***All projects were developed by group of students:**

(1). Asp.net (web application) [SQL database , C# , HTML ,CSS]: Project for helping children with difficulties in reading comprehension. This project was my first and it helped me understand how to work with a group and understand the importance of the database and GitHub
<https://github.com/lbrahwem/LearningWebsite-group29->

(2). Asp.net (MVC) project) [SQL database: C# , JavaScript, HTML, CSS]: developed a website for managing the Movies booking at the Cinema. (Project developed in pairs)
<https://github.com/lbrahwem/Cinema2>

(3). Build a compiler [LEX, YACC, Linux, C language] in automation course that looks like the language C Compiler with some changes by code rules
https://github.com/lbrahwem/C_Compiler

(4). Built a website for private school lessons during COVID-19. Used Django [Python , HTML , CSS ,Sqlite3 DB], this project helped me to work and understand the Jira , Jenkins , Scrum.
https://github.com/baselmahamid/Team17_Project

(4). Final Project (In progress ...) Unity & C# & Blender The application is a game aimed at teaching generations from the tenth grade and above about everything related to Organ pipe in a way of displaying educational materials and for each educational material to create a game related to the topics that have been taught, and in the end when completing all the theoretical educational materials and games related to them They will have all the tools they need to build a mini z-sound organ in a single game that is included in the app

LANGUAGES

Arabic – mother tongue **Hebrew** – fluent **English** – advanced