

LIBEN BEDADA

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Career Objective

Enthusiastic Student eager to contribute through hard work, creativity and attention to detail.

Technical Skills

- C++ / C / Python
- Verilog/ MATLAB
- Embedded system design(rtos)
- Microcontroller programing
- Mobile App development
- Unix/Linux
- Kotlin/Java
- AI/MQTT/Image Processing
- Circuit design/Electronics
- Database/Net security
- Network application design
- Qt/threading/GUI

Work history

Content Developer intern

05/20-02/21

Ozmo.inc, Blacksburg, VA

- Develop applications for different phones and devices.
- Photoshopping images based on client need.
- Develop and review code structure.

Flexible Fulfillment

05/18-05/19

Target, Chantilly, VA

- Customer Service.
- Organizing inventory and monitoring online orders.

Education

Bachelor of Science: Computer Engineering GPA: 3.41

08/2021

Virginia Polytechnic Institute and State University, Blacksburg, VA

- Undergraduate Researcher in deep learning & biomimetic Robotics.
- Clubs (AI/STEM)
- Honor Student.

Associate Degree: General Engineering GPA: 3.45

05/2019

Northern Virginia Community College, Annandale, VA

Accomplishments

- Dean's list fall 2017-spring 2018.
- Used Microsoft Excel to develop inventory tracking spreadsheets.
- Developed tutorials for Samsung mobile applications.

Affiliations

- NSCS and NSBE
- VT hack

Additional Information

- Worked as a lab assistant and helped with designing and printing circuit boards.
- Experience programing on FPGA, Launchpad, and Arduino.
- Designed a solar cooker that efficiently changes solar energy into heat energy.
- Designed an application that reads emotion from a picture and gives advice using Microsoft API's.

Projects

- Mobile banking program using Qt.
- Client/server-based programs using MQTT.
- Games, Pacman, Rover and Robotic arm.
- RabbitMQ, MongoDB, and Flask.