

Muhammad Chambers

<https://github.com/MuhammadA-C>

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Education

Georgia Institute of Technology

Master of Science in Computer Science

Atlanta, GA

Expected Graduation Date: December 2025

Western Governors University

Bachelor of Science in Software Development

Millcreek, UT

January 2024

Wayne State University

Bachelor of Arts in Art

Detroit, MI

August 2021

Work Experience

Amazon - SEA76

Seattle, WA

Programmer (Internal Title: IT App Analyst)

March 2022 - Current

- Developed software for Amazon.com Sellers and Support Associates
- Deployed over 20+ software changes
- Oncall responsibilities (i.e. Office Hours, Ticket Triaging, Software Deployment, Software Alarms Monitoring, etc...)
- Analyzed software metrics to find areas for improvement using AWS CloudWatch, Kibana & Quicksight Dashboards, and Microsoft Excel

Projects

• Restaurant Management Application

- Tools: HTML, CSS, JavaScript + TypeScript, ReactJS, NodeJS, ExpressJS, AWS RDS MySQL database
- Front End repository link-> <https://github.com/MuhammadA-C/wgu-c868-front-end>
- Back End (REST API) repository link-> <https://github.com/MuhammadA-C/wgu-c868-back-end>

• Degree Program Track Mobile App

- Tools: Java, Android Studio, OOP, Room database
- Repository link-> <https://github.com/MuhammadA-C/wgu-c196>

• Appointment Scheduling Application

- Tools: Java, JavaFX, OOP, MVC Pattern, JDBC, MySQL database
- Repository link-> <https://github.com/MuhammadA-C/wgu-c195-v2>

Certifications

• AWS Certified Cloud Practitioner

- https://www.credly.com/badges/521c8f3c-f237-47b5-8aba-34c356effcdf/public_url

Skills

- **Programming:** Java, C#, C++, JavaScript, TypeScript, HTML, CSS
- **Frameworks/Libraries:** ReactJS, NodeJS, ExpressJS, JavaFX, Bootstrap
- **Developer Tools:** AWS, Git, GitHub, Postman, NPM, Android Studio, Visual Studio
- **Other:** Microsoft Suite, Jira, JDBC
- **Databases:** SQL, MySQL, Amazon RDS
- **Design:** Adobe Creative Suite, Figma, UX Research, Wireframing, UML Diagrams
- **Data Analysis:** Microsoft Excel, Tableau, AWS CloudWatch
- **Game Development:** Unity, Unreal Engine 5, Unreal Engine Visual Scripting (Blueprints), Blender