

Mohammed Alkheliwy

Senior Student of Software Engineering

Respectful self-motivator gifted at finding reliable solutions for software issues. Experienced in Java and JavaScript and offering skills in Multitasking and Adaptability. Fluent in English and accustomed to working with cross-cultural, global teams.



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08 October, 2001

CODING SKILLS

Java

JavaFX

HTML / CSS

JavaScript

Python

SQL

PHP

JSON

LANGUAGES

Arabic

Native

English

Full Professional Proficiency

SKILLS

Relationship Building

Project Planning

Project Management

Adaptability

Collaboration

Agile Methodologies

Multitasking

EDUCATION

B.Sc. in Information Technology

King Abdul-Aziz University

2020 - Present

Current GPA: 4.24

Important Courses Completed

- Data structures and Algorithms (Java)
- Software Design and Development
- Computer Networks
- Web Development
- Project Management
- Advanced Programming (Java)
- Database Management Systems
- Operating Systems
- Software Engineering

CERTIFICATES

Certified JavaScript Programmer - Cisco

Python Essentials - Python Institute

English For IT - Cisco

UI / UX Design - Udemy

PROJECTS

Personal Self-hosted Cloud Storage

- Developed and deployed a personal cloud service utilizing Nextcloud, an open-source self-hosted file sharing and collaboration platform, within a Docker containerized environment

Website Development for Skill Enhancement

- Embarked on several independent projects to design and develop websites across diverse domains. These projects served as valuable learning opportunities to hone my skills in front-end and back-end development, user experience design, and deployment strategies.

Mobile Application Design using Figma

- Designed mobile app interfaces using Figma. With Figma's tools, I created user-friendly layouts for Android and iOS.

Document Converter API

- I created a document converter API that seamlessly converts various document formats into PDF files. Using LibreOffice converter, the API transforms documents such as DOCX, PPT, and PPTX into PDF format.

Emulation

- Experimented with popular emulation software frameworks such as RetroArch and Dolphin Emulator, exploring their features and capabilities for emulating different consoles and games.