NATNAEL BEREDA

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EDUCATION

Stony Brook University   **Stony Brook, NY**
Bachelor of Science in Computer Science   August 2019 - *May 2023*
- **Career Interests:** Software Engineering, Front-End / Back-End Development, UI/UX Design
- **Awards:** 2 Scholarships (Shared Prosperity & Academic Achievement), Dean's List (Term GPA of 3.5 & above)
- **Relevant Coursework:** Introduction to Data Science, Human-Computer Interaction, Analysis of Algorithms, Computer Security Fundamentals, Computer Networks, Data Structures, Programming Abstractions

EXPERIENCE

UniPlanet LLC   **Remote**
Full Stack Developer   *August 2023 - Present*
- *Key Technologies: Flutter, Bloc/Cubit, Jira, Node.js, MongoDB, Git*
- Led the design and implementation of the user interface for UniPlanet's Resell Market Application, UniPlanet - Buy&Sell, refining UI to enhance user engagement and platform intuitiveness.
- Simplified code structure in UniPlanet's Resell Market Application through efficient state management using Bloc.
- Developed an automatic email notification system that enhanced user engagement and scalability, enabling versatile communication for various notification systems.
- Led initiative to decrease app size by 34%, resulting in faster download times and improved user retention on low-storage devices.
- Reduced post-release issues by a rate of 30% by implementing Test-Driven Development for robustness.

SUNY Korea   **Incheon, Korea**
Teaching Assistant   *February 2022 - June 2022*
- Assisted in the Introduction to Object-Oriented Programming in Java course, providing guidance to a class of 57 students.
- Held office hours 8.5 hours/week to help students with one-on-one support and answer questions about the subject.

PROJECTS

Smart Fridge | *Flutter, Bloc/Cubit, Firebase, Gemini AI, ISAR Database*   *May 2024 - August 2024*
- Developed a Smart Fridge app using Flutter, Firebase, and ISAR to manage food inventory and reduce waste.
- Utilized Gemini's AI to create a recipe generation feature, allowing users to automatically receive meal suggestions based on the food items they already have, ensuring a more efficient meal planning and less food waste.
- Applied domain-driven feature based clean architecture to ensure scalable, maintainable code.

Hand Gesture Controls for YouTube Media Player | *Python*   *April 2023 - May 2023*
- Designed and implemented a user-friendly system for hand shape recognition and intuitive media control mapping.
- Researched and Leveraged Python programming language libraries (OpenCV, MediaPipe, PyAutoGUI, Numpy) for precise gesture recognition and control of YouTube media player using image processing and deep learning models.

TileSlate | *React, Node.js, Express Js, MongoDB, Heroku, Git, Postman*   *September 2022 - December 2022*
- Designed and Developed a collaborative full-stack Web community for 2D game map creators, featuring tileset tools, map creating/editing capabilities, and intuitive mechanisms for finding, sharing, and rating maps.
- Implemented efficient image-saving and loading functionalities, leveraging ToastUI's Image editing and creation tools, resulting in an enhanced user experience with reduced editing time.
- Executed rigorous backend system testing with Postman and Jest for enhanced robustness and reliability.
- Designed and developed the backend system architecture and data models for efficient and scalable performance.
- Successfully migrated created projects to a MongoDB database, ensuring seamless data storage and retrieval.

SKILLS

Languages: Java, Python, C, Dart, JavaScript, HTML/CSS
Frameworks: React, Node.js, Express JS, MongoDB, Flutter, Material-UI, Bootstrap
Developer Tools: Git, Figma, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse