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EDUCATION**University of Southern California**, Viterbi School of Engineering

Los Angeles, CA

Bachelor of Science, **Computer Science**

Expected Graduation December 2023

Honors: Dean's List

GPA: 3.69

Courses in Progress: Operating Systems, Internetworking, Capstone: Design and Construction of Large Software Systems, Building the High-Tech startup**Relevant Courses Completed:** Software Engineering, Artificial Intelligence, Computer Systems and Assembly Language, Programming Graphical User Interfaces, Discrete Methods in Computer Science, Data Structures and Object-Oriented Design, Linear and Differential Equations, Embedded Systems, Probability and Statistics for Electrical Engineering and Computer Science, Algorithms and the Theory of Computing, Full-Stack Web Development, Principles of Software Development, Programming Graphical User Interfaces.

WORK EXPERIENCE**CT Software Solutions**

Los Angeles, CA

Software Engineer Intern

May 2022-Aug 2022

- Helped setup project structure frontend
- Followed designs provided by the design team using Figma to create web components using React.js/Next.js
- Helped optimize web layout for mobile responsiveness using Tailwind CSS for various projects
- Helped setup deployment pipelines using AWS, Heroku, and Netlify
- Helped conduct research on best technologies suited per project basis
- Proactively participated in stand-ups, retrospectives and plannings with the team

SKILLS**Languages/Frameworks:** C/C++, HTML, CSS, JavaScript, Python, Java, PHP, Springboot, React.js, Next.js, CSS Tailwind, MySQL, JQuery, Bootstrap, SQL, Flutter, NoSQL, Node.js, Express.js, MongoDB, REST APIs, GraphQL**Technical Skills/Tools:** Makefile, Multi-threaded Programming, Machine Learning, Git, GitHub, Docker, Netlify, Heroku, AWS, NPM, Unit testing, JUnit, Jacoco, Jest, Gitflow, Cucumber, Agile, Scrum, CI/CD, TDD, MVC, Firebase, MS Excel, MS Word, MS PowerPoint, MS Outlook, Adobe Photoshop, VScode, Xcode, IntelliJ, pycharm

PROJECTS**Personal Projects:**Built **Movie Time** with a team of 5 from scratch (Following Scrum methodology and Gitflow best practices)

- A full-stack webapp project using Java Springboot framework as backend and React.js and bootstrap as frontend.
- Each feature of the app has its own unit tests written using Jest, JUnit and Cucumber.
- Each team member worked on both backend and front of one or more features of the app.
- Users can create an account, search for movies and create public/private lists of movies.
- The app can generate a list of recommended movies for each user, based on their favorite movies.

Built **weeshlists.herokuapp.com** from scratch

- A full-stack web application project using PHP as backend, MySQL as the database and vanilla javascript and bootstrap as frontend, where a user can create an account, and add/edit/delete all their wishlist items in one place.

Academic Projects:Implemented a **BST (Binary Search Tree)** and **Balanced Binary Search Tree (AVL Tree)** in C++ from scratch where:

- A Templated Node class is defined inside the header file of BST and the getter/setter functions of the Node class are virtual so that they can be overridden for future kinds of search trees, such as Red Black trees and Splay trees.
- The BST class has a nested Iterator class inside it which is used to traverse the contents of the BST.
- The AVL tree inherits from the template Node class defined inside the BST.

Implemented a **templated HashTable** class in C++ with open-addressing from scratch which:

- Consists of a templated base (parent) Prober class and has templated LinearProber and DoubleHashProber child classes inheriting from it.
- The key to be probed can be set to any type by the user.