OMAR HAJI

Aspiring Programmer

Nablus, West Bank

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My Portfolio | **Linkedin.com**

Biography

My name is Omar Haji, a 22 years old CS graduate at NNU, a fast and self-learner programmer with an interest in exploring and mastering new programming concepts. I am proficient in detecting logical problems and special test cases and fixing them. Able to learn new skills anytime, I perform well under pressure. Excited to work with you.

Education

Islamic Secondary School, Nablus — High School
September 2018 – July 2020
GPA: 82.4

An-Najah National University, Nablus — Bachelor's
September 2020 – July 2024
Majoring in Computer Science, Information Technology department.
GPA: 2.88

Skills

- **Programming Languages:** C, C++, C#, Java, Python.
- **Web Development:** Django, Bootstrap5, HTML, CSS, JavaScript.
- **Database Management:** SQL, MySQL, Oracle, PostgreSQL.
- **Game Development:** Unity, Multi-Agent AI Systems.
- **Mobile Development:** Android, Flutter.
- **Software Development Principles:** OOP, SOLID, Version Control (Git).

Experience

LK Wellness Meditation, Brooklyn, NY — Internship
July 2024 – September.
Gained hands-on experience in Full-Stack Development using the Django Framework and Bootstrap 5.
Managed and optimized database operations with PostgreSQL.

Languages

Arabic (Native), **English** (Excellent)

Projects

Course Management System — Web Application

During my internship with LK Wellness, I Developed a course management system using Django and PostgreSQL, featuring dedicated dashboards for instructors, students, and admins. Enabled efficient management of courses, lessons, and student enrollments. Implemented a responsive design with CSS Grid and Bootstrap. Added search functionality, auto-graded quizzes, and certificate pdf generation.

DAB Store — Web Application

Developed an e-commerce platform using Django and PostgreSQL, allowing users to browse and purchase products. Implemented an efficient order management system with user-specific order tracking, and created an admin dashboard for managing products, users, and sales data. Integrated Cloudinary for media storage and designed a user-friendly interface with responsive elements using Bootstrap.

AutoMentor (Driving School Simulator) — Unity Project

AutoMentor is a driving school simulator offering a realistic virtual city for practicing driving rules, interacting with AI vehicles and NPCs (Non-Player Characters), and receiving real-time feedback. It aims to enhance driving skills, ensure adherence to traffic laws, and provide a motivating learning environment.

Career Objectives

As a Computer Science graduate, I aim to gain experience at top tech companies and enhance my skills in web and mobile development. My goal is to join a dynamic team, contribute to exciting projects, and become a well-rounded professional. I aspire to manage tech projects and make a meaningful impact in the industry.