

OMAR SALAH-EDDINE

SOFTWARE ENGINEER

Summary

Self motivated Software Engineer with ample leadership and development experience in multiple industries. I am highly skilled in the art of learning quickly with, and extremely motivated to do so. I find I am looking for bigger problems to solve consistently and I would love to help solve some of the tougher problems.

Projects

Lambda Treasure Island Game UI and BOT

Jan. 2020 to Jan. 2020

- Built a REPL interface to accept user inputs and interact with an API of a Multi User Dungeon Game for base functionality, as well as built custom BOT commands that automate completing the various Game Objectives.
- Built using Python3 in 4 days, with a team of 2 other amazing developers
- Wrote Traversal Algorithm to generate a Player map of Island that the Player and BOT will need to use.
- Contributed to the automation and writing of a Breadth First Search Algorithm that uses the player map to generate and traverse a path to a target destination while intelligently selecting the most efficient travel Method
- Orchestrated and helped implement a BOT function to automatically collect loot and sell it until the player has generated enough gold to travel to Pirate Ry and Purchase a custom Name
- Contributed to the implementation of a BOT function to intelligently check the abilities the player has gained and and acquire any missing abilities.
- Contributed to building a BOT function to automatically traverse to the wishing well, Decipher and read the hidden message(An 8bit instruction),traverse to the room from the hidden message, validate a new block/proof, and repeat those steps indefinitely(this also automatically loots treasure and sells it as well) and do so intelligently depending on which world the player calls the command from.

Revitalize

Sept. 2019 to Oct. 2019

- Collaborated as a senior developer on a team of 7 developers and 2 UX/UI designers to create a crowd funding platform to unite all necessary parties for property/community renovation from scratch and to include our release and at least 1 additional product cycle in 8 weeks.
- Contributed to the writing of our Technical Design Document
- Organized and developed File structure patterns the team used in development
- Scaffolded over 80% of the user facing pages
- Orchestrated a Full Application refactor from Next.js to Create React App during a development cycle without pausing or hindering any of the work of the other developers on the team
- Contributed to Dev Ops decisions and implementations of Continuous Integration
- Lead Stand-ups and contributed to the division, and delegation of work among the Dev Team as well as progress tracking
- Wrote and built custom error handling for all user inputs as to provide user friendly feedback in the case an error is thrown
- Collaborated with other Senior Developers on designing and building our Data Model and GraphQL server.

Mentors International Landing Page

Feb. 2019 to Feb. 2019

- Built 2 pages from scratch using HTML, CSS and JavaScript Solo.
- Completed in 3 days and 3 hours of development time (27 total development hours)
- Landing page and about page for an application built for a non-profit organization.
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- Constructed multiple re-usable JavaScript components including a complex multi-use carousel from scratch
- Implemented new animation library to create most of the styling animations using DOM manipulation
- Built and implemented a hidden Easter Egg animation inspired by the Konami Code
- P.S. Type "adamswatching" or "adamapproves" anywhere in the window to view Easter Eggs

Employment

Lambda School

Team Lead

Remote
Apr. 2019 to Aug. 2019

- Served as teaching assistant leading team of 30+ students in daily code challenges in JS, Python and C.
- Provided daily feedback and issue resolution of all curriculum through slack help channel & code reviews.
- Delivered one-on-one feedback and code reviews on a weekly basis.
- Led a team of 9 students that emulates a real work environment using the agile methodology.
- Led daily standup meetings to build camaraderie, facilitate sharing of ideas and work progress, and provide guidance for that week's study material.
- Delivered supplemental lectures on various topics related to software engineering.

TJ Trade LLC

Regional Manager

Forrest Grove to Eugene Oregon
June 2017 to Dec. 2017

- Oversaw and managed 7 stores
- Delegated and distributed tasks to members of the organization most suited to excel at them
- Optimized efficiency reducing operational costs by 48%
- Recruited and Hired the team
- Implemented a centralized system of organization and standards across my region

TJ Trade LLC

Store Manager

Forrest Grove, Oregon
Jan. 2017 to May 2017

- Opened the Store
- Established a regular and frequent customer base
- Handled all inventory ordering and supply chain logistics
- Exceeded target growth by 250% within 6 months
- Hired and Trained a team to Company standards

Contact

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Education

Lambda School

CS & Full-Stack Web Development Technologies

Jan. 2019 to Jan. 2020

Skills

GENERAL SKILLS

HTML
CSS 3
Python
Java
JavaScript (es5 & es6)
Unit/Integrated/Snapshot Testing
OOP
Scalable Development
Markdown

FRONT-END

React
Redux
React Router
Single Page Applications
Vue
GraphQL
UI

BACK-END

Node.js
Express.js
Knex.js(Data Migration & Seeding) & PostgreSQL
Various Data Persistence Models (SQL, GraphQL, NoSQL)
REST API
Authorization(Cookies, Sessions, Tokens)
Relational Data Base Management System
Jest.js(Unit Testing)
Super-Test(Integrated Testing)