

Omar Abuhammoud

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Education

Cornell University, College of Engineering

Bachelor of Science in Computer Science, Dean's List

Ithaca, NY

Expected May 2026

Related Coursework: Algorithms, Data Structures, Artificial Intelligence, Machine Learning, Systems Programming, Object-Oriented Programming, Functional Programming, Linear Algebra, Engineering Statistics

Experience

Robotics Developer @ Cornell Cup Robotics Team

[Website](#) | February 2024-Present

- Developing a modular educational robot for nationwide school distribution that **enhances STEM education** with user-programmable controls and interactive features
- Engineering a lab assistant robot with voice recognition, object detection, and sentiment analysis, **enabling semi-autonomous task** completion
- Spearheading the development of a bipedal walking robot using **neural networks** for movement learning and enabling users to control the robot's actions through **VR integration**

Full Stack Intern @ Chapter One

[Website](#) | October 2024-November 2024

- Collaborating on an AI-driven platform that **generates customizable websites** for new businesses, enhancing digital accessibility and streamlining their online presence.
- **Optimized API performance**, implementing redundancy measures to ensure seamless data transfer, reliability, and faster response times.
- **Enhanced website personalization** by **incorporating custom effects** and **e-commerce capabilities**, allowing businesses to showcase products and sell services on their platforms.

Full Stack Intern @ Hyphenova

[Website](#) | August 2024-September 2024

- Developed APIs and implemented endpoints to **optimize data transfer** between the backend database and front-end application
- Designed and created a front-end application, enabling users to interact with the app through a **responsive and intuitive interface**
- Implemented a matchmaking AI model to enhance user experience by **providing personalized recommendations** and **improving match accuracy**

Projects

Cloud-Based Note-Taking App, Capture

[Link](#) | August 2024-Present

- Developing a cloud-based note-taking app with a minimalistic design
- Engineering **scalable storage solutions** by integrating AWS for cloud storage and FastAPI for **efficient file handling**
- Implementing local storage features to ensure offline access and **synchronization** of notes

Image Recognition & Descriptions, Earthdex

[Link](#) | July 2024

- Created a real-life Pokédex application integrating TensorFlow for **image identification** and OpenAI for **dynamic descriptions**
- Developed a robust API to handle real-time image uploads and generate detailed information on identified images
- Designed and developed a user-friendly front-end for intuitive interaction with the application

Puzzle Platformer Game, Chronobreak

[Link](#) | June 2024

- Designed and developed a 2D puzzle platformer with a focus on **intuitive controls** and **engaging gameplay**
- Optimized game performance for smooth and responsive gameplay across different devices
- Implemented local storage to save game progress, ensuring a uninterrupted user experience

Skills

- **Back-end Development Tools:** Python, Java, C, C++, C#, OCaml, SQL
- **Front-end Development Tools:** HTML, JavaScript, CSS, React
- **Frameworks:** TensorFlow, FastAPI, OpenCV
- **Developer Tools:** Git, GitHub, VSCode, Godot Engine, Unity Engine, Verilog, Fusion360