

OSCAR ASSAF

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Education

Jönköping University

Bachelor of Computer Engineering — Software Development & Mobile Platforms

2023 - Present

Jönköping

Work Experience

School of Engineering, Jönköping University

Backend Developer Intern

March 2025 – June 2025

Jönköping

- Developed an AI powered web app with **GPT-4o mini**, **Node.js** and **Express.js** to extract and rank key findings from research articles on a **6 tier evidence quality scale**, resulting in automating manual evaluation processes
- Developed a full-stack solution with **JavaScript** and **RESTful APIs**, implemented **PDF processing**, **DOI extraction**, and **PDF/Excel export** functionality
- Prompt engineered AI to evaluate the **research methodology** of the individual key findings using evidence-based design guidelines, reducing hallucinations and improving the accuracy of extracted scientific insights.

Kjell & Company

Retail Sales Associate

March 2023 – March 2025

Jönköping

- Delivered world-class customer service through informative and knowledgeable technical guidance.
- Oversaw product logistics including inventory control, order handling, deliveries, and returns

Projects

Chess App | *Source Code*

Swift | SwiftUI | Unit Testing

- Implemented a full chess rule engine with **legal move validation**, turn enforcement, and **check/checkmate** detection
- Integrated **Lichess API** for player statistics and implemented **unit tests** to verify move validations and game rules

Jönköping City Stores | *Source Code*

PostgreSQL | Docker | RESTful API | JavaScript

- Full-stack web app listing **130+ stores** with contact info, opening hours, and price ranges via a custom **RESTful API**
- **Session-based authentication**, secure **admin CRUD routes**, and containerized deployment with **Docker**

Connect Four Multiplayer | *Source Code*

Firebase | Kotlin | Jetpack Compose

- Online multiplayer **Connect Four** game with account registration, lobby, and real-time synchronization via **Firebase**
- Built responsive UI with game status tracking and implemented win-detection, move and turn-handling algorithms

Real-Time Chat Application | *Source Code*

Python | Firebase | Push Technology | GUI

- Real-time chat client with **Firebase Realtime Database** and push technology for instant message synchronization
- **Event-driven architecture** with callback handlers eliminating polling and reducing network overhead

Configurable TicTacToe | *Source Code*

Java | MVC Architecture

- Extensible game engine with modular **board sizes**, **win conditions**, and **players** using **object-oriented design**
- **MVC architecture** with multi-window GUI instances for local multiplayer and turn-based state management

Technical Skills

Languages: C++, Python, Java, SQL, Kotlin, Swift, HTML5, CSS, JavaScript

Developer Tools: Firebase, Azure Data Studio, Docker, Figma

Libraries/Frameworks: PostgreSQL, SQLite, Express, NodeJS

Language Skills

Swedish: Fluent, excellent speaking and writing skills

English: Fluent, excellent speaking and writing skills

Arabic: Native language, good speaking and writing skills