

OTHMAN SMAILI

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SKILLS

- OOP, C++, Java, Python, HTML, CSS, JavaScript, TypeScript, React, Node.js, Express.js, SQL, Git, CLI
- Agile, Software Design, Testing, UI Design, Project Management, Requirements Analysis & Engineering
- Teamwork & collaboration, time management, result-oriented, critical thinking, communication.

EDUCATION

University of California, Irvine || Irvine, CA

September 2023 – June 2025

B.S. Software Engineering (Senior year / GPA: 3.374)

Relevant Coursework: Software Engineering, Requirements Analysis & Engineering, Software Design, Software Testing & Quality Assurance, Object-Oriented Programming, Java, C++, Python, Data Structures, Design & Analysis of Algorithms, Data Management, Internet Application Engineering, Computer Networks, Operating Systems, Embedded Software, Human-Computer Interaction, User Interaction Software, Project Management, Discrete Structures, Boolean Algebra & Logic.

WORK EXPERIENCE

Smaili & Associates Law Firm: *Online Presence & Client Acquisition Manager*

2019 - Present

- Introduced, founded, and managed the firm's online presence department.
- Worked closely with the legal team to gather requirements and understand business needs.
- Designed, developed, and deployed the firm's website, utilizing software design best-practices and SEO.
- Increased non-referral client acquisition from 5% to 35%, generating 10% higher per-case profit rate.
- Continuously gathered and analyzed data, improving online presence and client acquisition rates.
- Proposed, hired, and supervised a social media presence specialist to further advance online reach.

PROJECT EXPERIENCE

Spotify API Music Search Application – Class Project

- Developed a full-stack music search application using HTML, CSS, JavaScript, and TypeScript, integrating the Spotify API for real-time access to songs, albums, and artists.
- Implemented server-side logic for API interactions and data management, ensuring efficient data retrieval and manipulation.
- Created client-side features for searching songs and accessing artist profiles, enhancing functionality and user engagement.

TheraFinder – Therapist Finder App – Class Team Project

- Designed a mobile app for college students to find in-network therapists, enhancing mental health accessibility.
- Conducted user research and created personas to inform design decisions.
- Designed low, mid, and high-fidelity prototypes in Figma, focusing on intuitive navigation and usability.
- Collaborated in a team of five, applying principles of HCI and user-centered design.

GGSM – Granny's Goodies Store Management Software – Class Team Project

- Developed software requirements for a management system to improve sales and operational efficiency.
- Conducted stakeholder analysis and requirements gathering, showcasing strong communication and analytical skills.
- Designed user stories, use cases, and functional requirements for inventory management and self-checkout systems.
- Collaborated with a team to integrate innovative features like real-time order tracking, automated inventory alerts, personalized product recommendations, and customer rewards program, enhancing customer satisfaction and streamlining store operations.