Ousama Jamal Eddin

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FLUTTER DEVELOPER

Mobile app developer with experience building production-ready applications using Flutter and Firebase. Skilled in Firebase Authentication, Firestore, Cloud Functions, and real-time updates. Strong focus on clean architecture, intuitive UI/UX design, and responsive performance. Experienced in full app lifecycles from prototyping and development to deployment and maintenance.

EXPERIENCE

AvionChip Teknoloji July 2024 - August 2024

During my internship at AvionChip Teknoloji, I worked on implementing an RPN calculator using Verilog and Vivado. I focused on designing and optimizing stack operations, as well as implementing basic arithmetic functions like addition and multiplication. I handled serial data input and ensured efficient data processing for accurate calculation execution. This experience provided hands-on knowledge of FPGA development and digital circuit design, while enhancing my skills in Verilog programming and the Vivado toolset.

EDUCATION

FenerBahce University 2022 - Present

Fourth-year Computer Engineering Student Istanbul, Turkey

High School 2020 - 2021

Diploma at Al-Thagher Highschool Jeddah, Saudi Arabia

SKILLS

Coding Team Support Fast Learner

Touch typing Problem-solving Technical Communication & Mentoring Flexible Schedule Time Management Reliability and Punctuality

LANGUAGE SKILLS

Arabic: Native **English:** Proficient

Turkish: B1 Level (Intermediate)

PROGRAMMING SKILLS

Languanges: Dart (Flutter), Python, Verilog, Tools: GitHub, Vivado, MySQL,

C++, C, Java, HTML/CSS, PHP MATLAB, Unity.

App/Web Dev: Flutter, Firebase, Android, **Other:** Debugging, UI/UX, Localization,

Laravel (Blade framework) State Management

FLUTTER PROJECTS

<u>Expense Tracker App</u> <u>Meals App (Menu)</u> <u>Chat App</u> <u>Favorite-Places App</u>

Shopping-List App

OTHER PROJECTS

CPU Implementation Using Verilog

I collaborated with a dynamic group on a comprehensive project where we collectively designed and implemented a fully operational CPU using Verilog. Our work involved delving into the intricacies of vital components such as the Program Counter (PC), Instruction Register (IR), Memory Address Register (MAR), Memory Data Register (MDR), Control Unit (C-Unit), Accumulator (ACC), and Arithmetic Logic Unit (ALU). The project showcased our proficiency in hardware description language and digital design.

FlappyBird_clone TreasureHunt Hangman

(Unity C# game) (Python Game) (Python game)

COURSES

The Bits and Bytes of Computer Networking

Technical Support Fundamentals

MATLAB Onramp Course by Mathworks Training services

Foundations of Cybersecurity

Flutter & Dart - The Complete Guide [2025 Edition]