Ali Almaamouri

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EDUCATION

University of Windsor   Windsor, ON
Bachelor in Computer Science (Applied Computing)   *Sept. 2023 – May 2027*

EXPERIENCE

IT Manager   May 2024 – Present
Iraqi BANTZ   *Remote*
- Programmed Several Discord Bots for the community server and familiarized myself with the Discord API
- Integrated Discord Bots with API's such as the TMDB API for fetching upcoming movies
- Successfully provided maintenance for the existing code bases
- Held responsibility for the safety and security of the community server

Robot Programmer   Sept 2022 – April 2023
FIRST Robotics, Kennedy Collegiate Institute   *Windsor ON*
- Developed the Robot mechanics using JAVA with the RoboRIO embedded controller
- Collaborated with team members to insure goals are successfully met
- Communicated effectively with team members to point out weak points in the project
- Explored way to solve technical issues and debugging errors in code

PROJECTS

Quran App | *Javascript, Golang, React, Bootstrap, Quran API*   May 2024 – Present
- Created a Website using the React.js framework with a backend coded in Go
- Utilized the Quran.com API to request chapter recitation audios
- Learned about the Bootstrap framework when creating interface of the site

YouTube Downloader | *Python, PyTube, TKinter, Git*   August 2023 – Present
- Created a useful Python application used to download videos from YouTube using the PyTube package
- Used the TKinter Python library to create the User Interface
- Uploaded the application to the GitHub Repository using Git

Reactive Chat App | *Javascript, Nodejs, React, Firebase, Github-Pages*   August 2023 – September 2023
- Developed a full-stack web application using Nodejs serving a Firebase API with the React library as the front-end
- Implemented Google Authentication to sign in and out of the app
- Created real-time chat functionality using Firebase
- Used GitHub Pages to deploy the website

RoHoot! | *Lua, Roblox Studio, TriviaAPI*   June 2023 – August 2023
- Made a Kahoot-like trivia competition game using TriviaAPI
- Implemented a real-time multiplayer question game to play with friends
- Increased Proficiency in HTTP requests and responses, as well as JSON formatting

TECHNICAL SKILLS

Languages: Javascript, Python, C/C++, C#, HTML/CSS, Lua, Turing
Frameworks: React, Node.js, Firebase, Bootstrap
Developer Tools: Git, VS Code, Eclipse, Unity, Blender, Roblox Studio
Libraries: Firebase, Pytube, TKinter, Axios, Express.js, Node-fetch, Discord.js