Salam Aboul Hosn

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EDUCATION

University Of California, San Diego	San Diego, CA
B.S in Math-Computer Science	*2021 - 2024*

EXPERIENCE

Best Choice Products	Sep 2024 - Present
Software Engineer	*New Port Beach, CA*

- Building a Warehouse Management System using **Java**, **Spring Boot**, **Angular**, & **Microsoft SQL Server**.
- Designed an algorithm to prioritize cycle counting the top 30% highest-velocity storage locations, **cutting annual labor costs by $600K year-over-year** while ensuring inventory accuracy and eliminating unnecessary counts.
- Streamlined product receiving process to enable immediate storage of items from trailers, **increasing operational speed by 30% and reducing labor costs**.
- Enhanced product placement algorithm to direct workers to wider drop-off areas for identical products, resulting in unloading multiple pallets in a single trip and a **50% reduction in travel time**.
- Communicated directly with warehouse staff to quickly diagnose and resolve real-time system issues by executing targeted SQL queries, **enabling uninterrupted workflow and minimizing operational delays**.

MyMicrojourney	Oct - Feb 2024
Software Engineer Intern	*Remote*

- Built a **Rest API** using **Java Spring Boot** and utilized **MySQL** to store user data.
- Developed landing pages, components, and forms using **React** completing 100% of the front end.
- Utilized Spring Security to perform a one way hash for passwords, increasing data security.
- Defined data models using JPA annotations and created User & Email services for sign up process.

Smart Twigs	Apr - Aug 2023
Software Engineer Intern	*Remote*

- Used **React** & **TypeScript** to build a platform for non-profits to spread awareness of current issues.
- Created reusable React components, enhancing design uniformity and accelerating development.
- Built complex forms in order for users to create organizations, programs, and projects.
- Leveraged React Hook Form with Zod to collect, validate, and submit user data to the back end.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, TypeScript
Frameworks/Libraries: Spring Boot, React, Angular, Express, Tailwind, Material-UI
Web & Databases: Microsoft SQL Server, MySQL, MongoDB, HTML, CSS
Other: Azure DevOps, SQL, NoSQL, Git, Github, Jira, Postman, Agile methodologies, JSON, XML, Maven

PROJECTS

Book Store (Full Stack) | *MongoDB, Express, React, Node* — Source Code

- Developed full-stack app with React & Express that allows users to create, update & delete books.
- Integrated MongoDB and used Mongoose to define data models and a schema to store book information efficiently.
- Leveraged Tailwind for a responsive UI and Axios for data fetching with a Node back end.

Blog API (Back End) | *Express, Node* — Source Code

- Built a Rest API from scratch in order for developers to create a blog website using my API.
- Performed CRUD operations by using HTTP requests such as get, post, patch, & delete.
- Used middleware such as body parser to intercept data from requests and store blog info into array.

Game Hub (Front End) | *React, TypeScript* — Source Code

- Displayed game data from RAWG Database API by using HTTP get requests and useEffect Hook.
- Responsive website design that adapts to devices such as phones, tablets, computers, etc.
- Deployed to production using Vercel to allow users to look for their favorite games.