

Usman Abdul Jabbar

Full-Stack Software Engineer

+1 (539) 430-3556

hi@usmanjabbar.com

usmanjabbar.com

linkedin.com/in/usman-abdul-jabbar

GitHub.com/UsmanGTA

SKILLS

Python, Flask, API, HTML, CSS / Sass / Bootstrap, Javascript, Express, Node.js, Bash Scripting, MySQL, MongoDB, Redis, Git, C, Puppet, Bash Scripting, Cloudflare, SQLAlchemy, Unit Testing, HAProxy, Wordpress, Woocommerce, Figma

WORK EXPERIENCE

Founder & Full-Stack Software Engineer

GeeksULTD

Oct 2015 – Jul 2020

- Built and piloted GeeksULTD, a news/review-based website covering the smartphone and gaming industry.
- Single-handedly handled migrations and cutting down load times by over 60% leveraging several technologies such as Cloudflare, W3TC, static CDN servers and more.
- Published 2000 new articles, attracting relationships with some of the biggest smartphone/gaming brands such as Samsung, Logitech, Asus, and others.
- Credited/cited by some of the biggest news websites in the industry such as UNILAD, Gizmodo, Wccftch, and many others.

Full-Stack Software Engineer

Rumman International

Sep 2014 – Oct 2019

- Piloted Rumman International's online presence, increasing Rumman International's annual revenue by over 200%.
- Leveraged WordPress and Woocommerce to build RummanInternational.com, an eCommerce website, allowing the company to make easy additions and updates to their website and online presence.

EDUCATION

Full Stack Software Engineering

Holberton School

Jan 2020 – Current

- Completed Foundations year mastering programming languages with a heavy emphasis on C and Python.
- Currently specializing in Full-Stack Software Engineering for my Specializations year, mastering how to flexibly tie the front-end and the back-end to build scalable applications.
- Expecting to graduate by September 2021.

PROJECTS

Holberton Smiling School ([GH Link](#))

Feb 2021 – Mar 2021

- Built a 1:1 replication of a website concept with HTML/CSS/JS given a Figma concept file.
- Ensured that the website is responsive across several different viewports / screen sizes.
- Further iterations involved removing and cutting down on JQuery and several other libraries to cut down on sizes.

Monty ([GH Link](#))

April 2020 – April 2020

- Piloted the core shell part of the Monty project, a project written in C to demonstrate how stacks and queues work by manually allocating memory using malloc and free to free up the memory manually across several edges cases.
- Added several additional operations and features later into the project while ensuring no memory leaks are present.

AirBnB Clone V4 ([GH Link](#))

Aug 2020 – Oct 2020

- Piloted the front-end and back-end aspects of the AirBnB Clone project, a four-part project involving several peers as project partners.
- Led console part of the project that allows users to directly modify the MySQL database via a Python-built console.
- Implemented an API that allows the Flask back-end to populate the data on the front-end with Javascript.
- Implemented a backup method that allows users to switch between reading hotels and data from either a MySQL database or a JSON API.