

Adjunct Professor, Software Engineering Adjunct Professor, Software Engineering Special Projects Coordinator & Adjunct Professor Anaheim, CA Authorized to work in the US for any employer Work Experience Adjunct Professor, Software Engineering California State University, Fullerton - Fullerton, CA January 2019 to Present Created course syllabus, lectures, and course design for instructing 3rd year Computer Science students Instructed a class of 32 students in Software Engineering; exploring topics such as software process models, the software process, software design, and agile development etc. including SCRUM Guided students through their semester projects comprising web applications and a game Special Projects Coordinator Cypress College: Dual Enrollment & Cyberpatriot Programs - Cypress, CA September 2018 to Present Researched and optimized the use of current office software, ex. Qualtrics Prepared and recruited high school students as part of the Dual enrollment team Assisting with development of the cyberpatriot scoring engine software including advising on project management and coding Managed cyberpatriot program including the coordination of events, curriculum, and staffing Prescribed new application handling that improved work efficiency for all staff by 80% Presided over student applications/registration processing with data collection and analysis to make recommendations for future optimization Office Assistant, Tech Support & Process Coordinator, Network Administrator Trainee Bravo Tax & Financial Services - Anaheim, CA January 2016 to December 2018 Coached colleagues on new procedures/software and provided customer care/support Optimized pre-preparation process for personal & corporate taxes cutting processing/review time by 60% Increased workflow efficiency by about 40% by revamping and optimizing office processes by integrating process management/task tracking tools Managed financial and regulatory compliance needs, including accounts reconciliations, taxes and corporate yearly minutes for 50 small business clients Probed/solved network problems (Ex. Workgroup access and systems connectivity) WarePlai Intern, Software Programmer - Buena Park, CA July 2018 to September 2018 Built prototype of the backend for WarePlai s title, Reign of Cthulhu within a 3-member group Designed/tested a database implemented using MySQL and Amazon EC2 compute/cloud storage service Utilized C# within the Unity Engine to create the user interface for input data/stored data

on database hosted on AWS cloud using PHP script

Individual Project Graduate Project CSUF: Game Based Learning - Fullerton, CA January 2018 to May 2018 Developed a real time strategy (RTS) resource maximizing/Economics teaching game; demonstrated increased mastery of concepts through gameplay. Achievements included: Learned, implemented, & deployed RTS education game utilizing Unreal Engine 4/Windows SDK for Windows OS within 12 weeks Incorporated fundamental principles of Economics ex. Scarcity, decision making, & circular flow in a game world, creating a standalone education medium Persuaded reviewers through extensively researched product business case, design, & presentation on app's relevance for education

Team member Independent Study Computer Graphics August 2017 to December 2017 Partnered with another student to make a simple ray tracer in perspective and orthographic camera with C++. Key contributions were: Completed 50% of coding with comprehensive application of Object Oriented programming concepts Formulated about 50% of mathematical methodologies utilizing proficiency in vectors, matrices and other linear algebra concepts

Team Support & Business Case/Design Analyst GE Predix Hackathon March 2017 to July 2017 Developed an application as part of CSUF's 6-member team at GE Predix hackathon for sustainability solutions. Accomplishments include: Identified functional requirements/project scope for project planning/implementation Established app's marketability drivers and business case to secure project approval Devised app's analytical models based on available data to create informational planning features for users ex. parking availability/utilization metrics Diagnosed project management deficiencies/recommended AGILE methods; optimized software lifecycle yielding 60% increase in deployment frequency Collaborated with other developers (Ex. database design and management, heat maps etc.)

Individual project CSUF: Computer Graphics Project - Fullerton, CA March 2017 to May 2017 Created a moving car scene for Principles of Graphics. Some highlights were as follows: Applied knowledge in linear algebra for 3D transformations Utilized proficiency in vectors to simulate animation Coded scene in Vpython

Project Manager "Tides & Glory" January 2016 to May 2016 Implemented a 2-dimensional game in a 5-member team utilizing Pygame for a group project for Software Design. Achievements as project manager were: Planned, organized, and conducted

team building Produced high-level and low-level game design and completed about 25% of coding implementation Co-authored 65% of software development document Education Master of Science in Computer Science California State University Fullerton - Fullerton, CA May 2018 Bachelor of Arts in Economics Chapman University - Orange, CA May 2013 Skills CODING (Less than 1 year), API (Less than 1 year), CSS (Less than 1 year), GAME DEVELOPMENT (Less than 1 year), C++ (2 years), Python (2 years), SQL (Less than 1 year), Azure (Less than 1 year), Visual Studio (1 year), Windows (4 years), Linux (2 years), Assembly (Less than 1 year), Networking (Less than 1 year), Help Desk, Desktop Support, Tech Support, Helpdesk Support, Customer Support, Customer Service, Call Center, Presentation Skills (4 years) Links <https://ruthobidahwebapp.azurewebsites.net> Assessments Supervisory Skills: Directing Others Expert July 2019 Measures a candidate's ability to motivate the performance of others through feedback to identify improvements or corrective actions. Full results: https://share.indeedassessments.com/share_assignment/btfjna8ib5gkbe6p Teaching Skills: Elementary Classroom Management Proficient July 2019 Measures a candidate's ability to promote learning in an elementary school environment by maintaining classroom order among students. Full results: https://share.indeedassessments.com/share_assignment/t-gdhsoezsrkqag3 Indeed Assessments provides skills tests that are not indicative of a license or certification, or continued development in any professional field. Publications Game Based Learning Using Unreal Engine <https://books.google.com/books?id=s9yZDwAAQBAJ&pg=PA511&lpg=PA511&dq=game+based+learning+ruth+obidah&source=bl&ots=QjDw9O22KR&sig=ACfU3U1G3ALdVXqyQdNL0KRW7wXcJIDY-w&hl=en&sa=X&ved=2ahUKEwjQ3PLXgZjjAhWZB50JHVMqBE4Q6AEwDXoECAkQAQ#v=onepage&q=game%20based%20learning%20ruth%20obidah&f=false> 2019-04 Exploring the utilization of game to design learning media for better student outcomes Additional Information SKILLS Includes programming, markup Languages/IDE's/ Development Environments/API's 4 years coding experience with C++, Python, Html/CSS Approximately 4 to 12 months knowledge GitHub, Predix API, MySQL Server, Postman, PostgreSQL, Microsoft Azure Visual Studio, Code Blocks, IDLE

Game Development: Unreal Engine, Pygame Operating Systems (OS): Including OS installation & setup, and dual booting of system Windows, Linux OS (Xubuntu & Ubuntu distros), & Raspbian

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