Waseem Alkasbutrus

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Education

Bachelor of Science in Computer Science – Graduating 2024
University of Texas at Arlington

- Object Oriented Programming
- Data Structures and Algorithms
- Discrete Structures
- Fundamentals of Software Engineering
- Computer Organization & Assembly
- Calculus II

Technical Skills

Languages: JavaScript, HTML, CSS, Java, C#, C

Framework/ Tools: React Native, Git, Unity, Unix/ Linux, Jira, JUnit, Swing, Discord.js

Libraries: React Native Navigation, Gson

Projects

- **Octapoints** *(React Native, JavaScript, C)*
  Decentralized, NFC point tracking system to be used by 2 UTA clubs.
  - Collaborate within a team of 20 people to implement the system.
  - Architecture app navigation with 3 navigation stacks using the React Native Navigation library.
  - Design 4 React Native UI components while considering their reusability and scalability across the application.
  - Build NFC tag initialization process to add initial data, sign it, and format it to be readable by the app, and the point awarding stations.
  - Team with 2 people to implement data signature and verification in the point awarding stations using Libgcrypt cryptographic Library.
  - Utilize Jira software to assign feature tickets and track overall project progress.

- **Nexus Light** *(C#)*
  Single player 2D platformer game. Hosted on wassomi.itch.io/nexus-light
  - Designed over 40 game assets in an 8-bit pixel art style in Aseprite.
  - Learned game design principles such as level design and player feedback.
  - Explored ways to perform user testing and release regular bug fixes.
  - Animated 10 player actions that employ timing, anticipation, and squash & stretch techniques.
  - Keyframed 4 eye-catching, interactable game objects.

- **Mav Poker** *(JavaScript, HTML, CSS)*
  Web based multiplayer poker game based on server-client design. Hosted on WebPoker.info:8081
  - Collaborated within a 4-person team to design, implement, and test the system.
  - Produced, iterated, and implemented 85 project requirements according to a waterfall workflow.
  - Created and implemented GUI layout mockups.
  - Tested requirements using Junit unit automatic tests, and system wide scripted use cases.
  - Designed and implemented Java backend server using object-oriented principles.
  - Implemented and styled the web client using JavaScript, HTML, and CSS.
  - Setup server-client communication with JSON using GSON Java encoding library.

- **JADE - Java and Donuts Express** *(Java)*
  Desktop coffeeshop management tool. Inventory and order management; Revenue and product reports.
  - Implemented 20 customer requested features in an agile workflow using 2-week sprints.
  - Employed object-oriented principles in 14 java classes using polymorphism and abstraction.
  - Crafted a traditional desktop GUI using the Java Swing library.
  - Designed 17 stylized assets and button icons.

Clubs and Competitions

- **GMTK Game Jam 2022** (Placed 2407 / 6154)
  - 6th annual GMTK Game Jam, where 22,000+ participants tried to make a game fitting a theme in 48 hours.
- **Mobi Coding Club** (General Officer)
  - Coordinated and reserved venues for 10+ member events and 20+ leadership (officer only) meetings.
  - Mediated and co-lead cross-organizational game night event with 50+ attendants.
  - Helped design branding materials and other materials such as badges, email signatures, and social media profiles.
  - Standardized a GitHub repository naming convention and enforced it on 40+ repositories dating back to 2015.