

ABDALLAH MASSARWE

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EDUCATION

- **University of Haifa** Israel, Haifa
Bachelor of Science in Information Systems, Specialization in Artificial Intelligence 2021-2025
 - **GPA:** 84
 - **Relevant Coursework:** Machine Learning, Deep Learning, Data Structure and Algorithms, Database Management Systems, Software Engineering and Quality Assurance, Software Design and Programming

TECHNICAL SKILLS

Programming Languages: Java, C, Python, JavaScript, HTML, CSS, SQL, PHP
Tools / Platforms: Git, Docker, Postman, Android Studio, Eclipse IDE, Figma
Databases: PostgreSQL, MongoDB, SQL Server
Other: HTTP Protocol, Microservices, Agile/Scrum, MVC Architecture, Unit Testing

PROJECTS

DriveMaster - Full-Stack Mobile Application *Android Studio, Java, SQL, HTML, CSS, JavaScript*

- Architected and deployed a full-stack mobile application that digitized driving school operations, significantly reducing administrative workload and paperwork.
- Engineered a secure backend system with **Java** and implemented role-based access control for data protection while ensuring reliable performance.
- Designed normalized **SQL** database schema with optimized queries for efficient data retrieval and management of student records and scheduling.
- Developed responsive UI/UX with **Android Studio** and implemented interactive elements using **JavaScript** and custom **CSS**.
- Implemented **Twilio API** integration for automated SMS notifications that reduced missed appointments and improved communication with students.
- Led development using **Agile** methodology, delivering core functionality ahead of schedule and managing feature prioritization through weekly sprints.

Snakes and Ladders Game Application *Java, Java Swing, Eclipse IDE, Figma, JUnit, Agile/Scrum*

- Developed an interactive Snakes and Ladders game with a graphical user interface using **Java** and **Java Swing**.
- Collaborated in an **Agile** team environment with a designated Scrum Master, participating in sprint planning, daily stand-ups, and retrospectives.
- Implemented comprehensive test suite with **JUnit** for unit testing and integration testing as part of Software Engineering and QA coursework.
- Designed intuitive user interface mockups in **Figma** before implementing them in code.
- Followed **MVC architecture**, creating modular code structure with separate classes for game board, players, and game logic for improved testability and maintainability.
- Delivered working features in two-week sprints with regular demonstrations and stakeholder feedback integration.

ADDITIONAL PROJECTS & PROFESSIONAL DEVELOPMENT

- **Pixel RNN Implementation** - Re-implemented the Pixel RNN model following the original research paper with improvements for a Deep Learning course project, gaining hands-on experience with neural network architectures.
- Currently expanding full-stack development skills through self-directed learning in **React**, **Node.js**, and **microservices architecture**