

ABDALLAH MASSARWE

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SUMMARY

Recent Graduate in Information Systems — Specialization in Artificial Intelligence

Solid foundation in machine learning, software development. Gained hands-on experience in creating applications through academic projects. Committed to utilizing technical abilities and innovative thinking to add value to a progressive technology team.

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

SKILLS

Programming Languages: Java, C, Python, Javascript
Libraries / Frameworks: Spring Boot, React, Node.js, REST APIs
Tools / Platforms: Git, Docker, Postman
Databases: PostgreSQL, MongoDB
Other: HTTP Protocol, Microservices, Agile/Scrum

PROJECTS

Driving Lessons Management System Android Studio, Java, SQL, HTML, CSS, PHP, JavaScript

- Developed a full-stack mobile application to digitize lesson scheduling, payment tracking, and student record management, reducing manual processes by 50%.
- Designed and implemented a secure backend using Java and SQL with optimized queries.
- Built a responsive, user-friendly frontend using HTML, CSS, and JavaScript.
- Integrated automated SMS notifications using Twilio API and payment tracking features, enhancing communication with students.
- Followed Agile development methodology with iterative sprints.

Snakes and Ladders Game Java, Swing, Eclipse, Figma

- Developed an interactive desktop game with a graphical user interface using Java and Swing, following the MVC design pattern.
- Created initial design mockups in Figma to ensure an intuitive user experience.
- Collaborated in a Scrum-based team environment under a Scrum Master, applying Agile practices to deliver functional increments.
- Enhanced code maintainability by applying object-oriented principles and conducting rigorous testing to ensure stability and smooth gameplay.

COURSEWORK

Data Structure and Algorithms:	84	Business Intelligence:	88
Software Design and Programming:	86	Machine Learning:	84
Software Engineering and Quality Assurance:	90	Information Visualization:	81
Database Management Systems:	88	Internet Based Systems Development:	98
Big Data Management:	97	Information Systems Analysis:	83
Data Communication:	83	Introduction to Data Science:	88
Blockchain and Distributed Ledger in Cyber:	93		