Abel Challa

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Developer

Passionate Developer eager to learn and grow in the field of web development. Seeking an internship opportunity to expand my knowledge and skills while contributing to make a positive impact. Committed to continuous learning.

UNIVERSITY OF CALIFORNIA, RIVERSIDE | BS in Computational Math(MATH + CS)

GPA:4.0 | June 2024

RELEVANT COURSEWORK

Data Structure Algorithms, Discrete Structures, Object-Oriented Programming, Machine Organization and Assembly Language

PROJECTS

TASK SCHEDULER(C++)

- Developed a task management application using command-line interface (CLI) interactions, allowing users to create, edit, and delete tasks with optional features such as title, description, priority, duration, and due date within the terminal environment.
- Implemented project functionality for grouping tasks and creating subtasks within larger tasks, improving organization and efficiency.
- Conducted thorough testing and debugging of the application, ensuring a robust and error-free user experience.
- Collaborated with a team to deliver the project within deadlines, conducted testing and debugging, and provided input on improving functionality and user experience.

HANGMAN GAME

- Showcased my language learning journey by creating this game while studying my second language.
- Implemented intuitive user interface and interactive gameplay mechanics, providing an engaging experience for players.
- Demonstrated proficiency in Python programming and Pygame library, utilizing their features to create a visually appealing and functional game.

CALCULATOR

- Developed a fully functional calculator website using HTML, CSS, and JavaScript.
- Implemented dynamic user interface elements, including a clear and delete button for easy input manipulation.
- Utilized event handling and JavaScript functions to perform arithmetic operations such as addition, subtraction, multiplication, and division.
- Demonstrated proficiency in responsive web design by ensuring the calculator website adapts well to different screen sizes and devices.

ETCH A SKETCH

- Developed a functional Etch-A-Sketch web application using JavaScript and DOM manipulation.
- Implemented dynamic user interface features such as slider input for adjusting grid size and color picker for customizing drawing colors.
- Utilized event handling to enable interactive drawing functionality, allowing users to create colorful designs by hovering over grid cells.
- Incorporated additional functionality, including a "Rainbow" mode for generating random colors and an "Eraser" mode for clearing drawings.

LANGUAGES

PROGRAMMING

C • C++ • HTML • CSS • JavaScript
Python • LaTeX • Assembly

SPOKEN & WRITTEN

Native fluency:
English, Amharic