

Moe Alothman

Software Engineer

Dedicated and enthusiastic Software Engineer with six years of personal software development. Highly experienced in back-end server development and well versed in creating front-end user interfaces utilizing various frameworks. Adept at working with others as well as cross-team coordination. Skilled at creating and enabling software-based business solutions. Great written and verbal communication skills and works well with a team.

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WORK EXPERIENCE

Software Engineer Eagle Path Express LLC

02/2018 - 03/2020

Achievements/Tasks

- Developed and maintained a commercial freight management portal in React.JS front-end and Java back-end using Spring Boot and GraphQL.
- Increased efficiency by 60% when moving operations to be handled by the in-house portal.
- Integrated with partner API's to maximize compatibility between systems to reduce time needed to perform operations on partner software.
- Performed daily freight delivery contract executions to keep drivers running on the road.
- Reviewed GitHub pull requests looking for best practices and documentation.
- Wrote tests and automated deployment scripts to improve the production workflow.

CERTIFICATES

Programming Using Java

Credential ID: vKBP-uTBw

Adobe Certified Associate

Credential ID: wbCnM-H9xw

Microsoft Office Specialist: Word

Credential ID: dYU5-XVmE

COMPETITIONS

Java Console Apps (BPA)

Java Programming Competition - 3rd Place

Computer Animation (BPA)

Computer Graphics Competition - 5th Place

EDUCATION

Bachelor's Degree, Computer Science Wayne State University

08/2019 - 06/2023

TECHNICAL SKILLS

Java

JavaScript

Go

HTML

CSS

C++

REST APIs

Git/Github

Linux

NGINX HTTP

MongoDB

MySQL

Google Cloud

Firebase

Electron

React.JS

React Native

OpenGL

Vulkan

GraphQL

OOP

Spring

PERSONAL PROJECTS

Ion Engine

- Cross Platform Windows/Linux game engine using OpenGL/Vulkan
- Utilized various lighting algorithms to achieve a PBR rendering pipeline
- Implemented convex collision detection and joint physics using Nvidia PhysX
- Employed ImGui to create a front-end level editor

AniView

- Utilized React Native and Expo to create a cross-platform mobile application.
- Leveraged GraphQL for all API requests.
- Created a space for users to track, search, and view the most popular recommendations for shows that they're interested in.
- Implemented a non relational database to handle all my data storage needs.

Cardinal Energy

- A public data library that's built for storage and retrieval for a virtual energy system.
- Allowed developers to implement any number of features through it's versatile API.

LANGUAGES

English

Native or Bilingual Proficiency

Arabic

Native or Bilingual Proficiency