Alia Salem Alsuwaidi

Passionate, determined, and fast-learner software developer. Looking forward for an opportunity to grow and design, deploy, and implement software and technology for social benefit.

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Abu Dhabi, UAE



https://github.com/alia1738

Education

Diploma in Software Development

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Sep 2021 – Current

Selected on the sponsored Mubadala Train for Work scheme.

B.S. in Psychology and Human Services

Zayed University, Abu Dhabi

Jan 2015 - May 2019

Overall achievement: 3.11 GPA

Publication

Dunning-Kruger Effect: Intuitive Errors Predict Overconfidence on the Cognitive Reflection Test

Journal of Frontiers in Psychology, Educational Psychology section.

Apr 2021

Work Experience

Research Assistant

Zayed University, Abu Dhabi

Jun 2019 – Jul 2021

Worked on research, academic writing, data collection, data analysis, and writing reports of study findings. In addition to gaining experience in statistical methods, this position enhanced professional communication skills, attention to detail, and creative thinking.

Internship

The National Rehabilitation Center, Abu Dhabi

Feb 2019 – Apr 2019

Trained in the voluntary, involuntary, and outpatient sections. This improved adaptability skills, strengthened emotional intelligence skills, and enhanced own positive attitude.

Extracurricular Activities

Participant in the 3rd Annual Undergraduate Research Forum

Zayed University, Abu Dhabi

Mar 2019

Presented senior research project at a conference. Learned to communicate own work effectively and clearly with people of different backgrounds.

Completed Level 1 Root Cause Analysis Training

Zayed University, Abu Dhabi

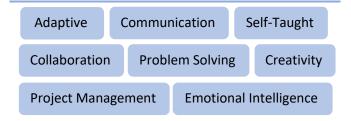
Aug 2018

Participated in a structured training in RCA. Training included classes, exercises, and completion of a comprehensive exam. This training enhanced communication skills, problem-solving skills, and time-management.

Technical Skills



Soft Skills



Achievements

Won second place in "OX2A HACK" hackathon

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Projects

42 White Rabbit

Current

Mar 2019

Web application aimed at helping students plan for their projects. It does this by recommending a personalized due date based on the student's pace and project choice.

Cub3d May 2022

Using the ray casting method, a three-dimensional game was created in a group. C language was used beside a low-level graphics library. The game has an information panel, mini-map, and animated sprites that could be collected. Through this project, the ability to use git for collaboration was enhanced, creative thinking was strengthened, time management skills were improved.

Minishell Apr 2022

Built a basic shell in a collaborative effort, using Bash as a reference. Some of my program's features include: prompt parsing, command execution and signal handling. As a result, project management, team-work, and testing skills were improved. Used git as the main collaborative tool.