# Alhaitham Al Jabri

2515 University Ave SE - Minneapolis, MN 55414 - United States

 $\square$  aljab012@umn.edu

• https://jabri.dev

**?** aljab012

□ 612-479-2144

in /in/alhaitham/

## **EDUCATION**

#### University of Minnesota-Twin Cities

B.S. Computer Science, GPA: 3.56/4.00

Minneapolis, MN

Jan 2017 - Dec 2020

#### **Relevent Coursework:**

o CSCI 5421: Advanced Algorithms and Data Structures

o CSCI 5611: Animation and Planning in Games

o CSCI 4511W: Introduction to Artificial Intelligence

• CSCI 4131: Internet Programming

o CSCI 4707: Practice of Database Systems

o CSCI 3081W: Program Design and Development

## **EXPERIENCE**

## Department of Public Safety, University of Minnesota-Twin Cities

Student Security Monitor

Minneapolis, MN

Sept 2016 - Aug 2017

- o Monitored buildings and checked for all doors and windows and ensured their safety.
- o Investigated any matter of rule violation and complaints.
- o Detected suspicious activities and watched for criminal acts and rule infractions.

# **PROJECTS**

### Buy and Sell Web Application - Coursework:

Sept 2019

- o Built an interactive Flask web application that allowed students to sign up and log in to the website.
- o Developed the app to allow students to sell and buy books and publish events on the website.
- o Incorporated the use of multiple frameworks and libraries such as SqlAlchemy, WTForms, and Bootstrap.

#### Single Agent Navigation AI Simulation - Coursework:

Jul 2020

- o Developed an app using Processing framework that simulates single-agent navigation system.
- o Built a 3D graphic window that displays a moving boat navigating between obstacles.
- o Allowed the user to specify the starting and the ending positions of the agent or assigned it randomly by the program.

#### **Boids and Flocking Simulation - Coursework:**

Jul 2020

- o Created multi-agent flocking simulation using processing framework.
- o Simulated systems of multiple interacting particles in 2D.
- o Allowed the user to interact with the simulation using a mouse or keyboard for a better user experience.

## **SKILLS**

#### Languages and Frameworks

o Java, Javascript, HTML/CSS, C/C++, Python, Ocaml, SQL, x86 Assembly and Flask.

#### **IDEs**

o Emacs, IntelliJ, Clion, Atom, Visual Studio/Code and XCode.

# **LEADERSHIP**

o Member, Association for Computing Machinery

Jan 2017 - Sept 2019

o Member, Omani Students Union

Jan 2017 - Sept 2020

# **AWARDS**

o College of Science and Engineering Dean's list

Fall 2019 and Spring 2019

o Ministry of Higher Education - Oman, Full-ride merit scholarship to attend the UMN

Sept 2015