Alhaitham Al Jabri

Muscat – Oman

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EDUCATION

University of Minnesota-Twin Cities   **Minneapolis, MN**
B.S. in Computer Science, GPA: 3.56/4.00   *Dec 2020*

Relevant Coursework: Advanced Algorithms and Data Structures (Grad). Animation and Planning in Games (Grad). Introduction to Artificial Intelligence. Internet Programming. Practice of Database Systems. Programming Graphics and Games. Program Design and Development.

EXPERIENCE

Rihal - Data Solutions   **Muscat, Oman**
Software Engineer - Full-time   *Sept 2021 - Present*
- Deployed apps to staging/production servers using **Docker**.
- Worked as the **Team Leader** on a project to handle requirement gathering with stakeholders.
- Reviewed pull requests on **GitHub** to improve code quality and practices.
- Constructed **CI/CD infrastructure** using **GitHub Actions** and **Harbor** as a private registry server.
- Updated deprecated end-to-end tests using **Cypress**.
- Added core features independently to existing projects using **Golang** for the back-end and **React** with Typescript for the front-end.

Rihal - Data Solutions   **Muscat, Oman**
Software Engineer - Intern   *Apr 2021 - Sept 2021*
- Accelerated **PostgreSQL** queries with cached materialized views resulting in **1000x speed** improvement.
- Converted an existing front-end interface from **Material-UI** to **Carbon Design System**.
- Designed and built a new dashboard to show live metrics from the database.

PROJECTS

Boids and Flocking Simulation - Coursework: *Jul 2020*
- Created multi-agent flocking simulation using processing framework.
- Simulated systems of multiple interacting particles in 2D.
- Allowed the user to interact with the simulation using the keyboard for a better user experience.

Single Agent Navigation AI Simulation - Coursework: *Jul 2020*
- Developed an app using Processing framework that simulates single-agent navigation system.
- Built a 3D graphic window that displays a moving boat navigating between obstacles.
- Allowed the user to specify the starting and the ending positions of the agent or assigned it randomly by the program.

Buy and Sell Web Application - Coursework: *Sept 2019*
- Built an interactive Flask web application that allowed students to sign up and log in to the website.
- Developed the app to allow students to sell and buy books and publish events on the website.
- Incorporated the use of multiple frameworks and libraries such as SqlAlchemy, WTForms, and Bootstrap.

SKILLS

Languages & Frameworks:
- Fluent: Golang, PostgreSQL, Typescript/JavaScript, React, HTML, SASS/CSS.
- Familiar: OCaml, Java, C/C++, Python, Django/Flask, x86 assembly.

Miscellaneous:
- Bash, Docker, Cypress, Webpack, OPA, Git/GitHub, Linux and Emacs.

LEADERSHIP

- **Omani Students Union, Treasurer**   *Sept 2019 - Jan 2020*
- **Association for Computing Machinery, Member**   *Jan 2017 - Sept 2019*

AWARDS

- **College of Science and Engineering, Dean's List**   *Fall 2019 and Spring 2019*
- **Ministry of Higher Education - Oman, Full-ride merit scholarship to attend college**   *Sept 2015*