Amman Nega

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EDUCATION

University of Washington   2016 – 2020

BS Computer Science & Software Engineering 2021   GPA: 3.5

- Relevant Courses: Data Structures and Algorithms; Technical Writing; Management Principles; Analysis and Design; Operating Systems; Hardware; Database Systems; Information Assurance & Cybersecurity; Game Development

SKILLS

PROGRAMMING LANGUAGES: JavaScript, Node.js, Java, C++, Kotlin, SQL
TECHNICAL SKILLS: AWS, S3, SNS, SQS, Docker, Git, Linux, Unix, Mac OS, Windows, API integration
SOFTWARE: GitHub, MySQL, Eclipse, VSCode, IntelliJ, Insomnia, Unity, Docker Desktop

WORK EXPERIENCE

Software Engineer, Supply Chain Technology   Mar 2022 – July 2022

GameStop   Seattle, WA

- Engineered in a cross-functional team of 10+ on GameStop's warehouse database system technology using **Kotlin**, that allows warehouse staff to accurately catalogue millions of games
- Leveraged Docker containers to allow software to run across multiple operating systems
- Tested endpoints through **Postman** to add vendor, and product information to database, decreasing insertion time by 50%
- Supported **AWS** services by creating buckets that store objects used for testing factory classes

Software Engineer   Mar 2021 – Aug 2021

Tata Consultancy Services   Seattle, WA

- Engineered in a team of 5 to analyze deep learning model outputs with data visualization using Python libraries and presented the result
- Increased speed of an AI software that identifies severity of damage to insulators in the Southern California area by 35%
- Created a locally hosted website that uses a **JDBC** connection to display over 100 rows of sports statistics
- Completed a 10-week training teaching the basics of **Angular**, **NodeJS**, and **MongoDB**

Computer Science Tutor   Apr 2019 – June 2020

University of Washington Quantitative Skills Center   Bothell, WA

- Worked in a team of 10 to assist Computer Science students with homework assignments and projects primarily dealing in data structures and algorithms, improving grades by 20% per quarter
- Taught **C++** and **Java** object-oriented design concepts such as recursion in 1:1 sessions
- Practiced healthy studying habits such as proper time-management skills to empower students to complete work efficiently
- Supported the use of lab equipment such as **Linux** machines and printers, for 50+ peers, managers, and teams

Full Stack Applications

Bite Buddies   https://github.com/bear-muna/bite-buddies

- Built a RESTful API using **Express.js** and **Node.js** that collects data on users' favorite cuisines
- Implemented a messaging service using **MySQL** to store text and Sequelize to query messages by sender and recipient
- Worked in a team of 3 to build an MVC folder structure and manage pull requests on **GitHub**

Visualized Analytic of QMI Process

- Designed a program using the **MVC** architecture that analyzes protein interactions and displays the data in a GUI
- Collaborated in a 2-person team to decouple backend **Java** program and increase the XML input size by 20%
- Learned how immunotherapy research has developed to aid cancer patients' treatment at the Seattle Children's Hospital

Covid Crasher   https://github.com/CSS385Team/CovidCrasher

- Programmed weapons trajectories and camera control in **C#** for an over-the-top view 2D shooter game
- Collaborated in a team of 5 to manage a sprint backlog using a Trello board and push code to a **GitHub** repository
- Practiced working in an Agile scrum team and use case development and learned the basics of game development using the **Unity** engine