

Anas Tarrab

Portfolio -- <https://anastar5858.github.io/Portfolio/>

Software Engineer

Contact

+966595543849 – Phone
+447492647743 - WhatsApp
anas.tarrab58@gmail.com - Email
[anastar5858](#) - GitHub
[/anas-tarrab](#) – LinkedIn

Skills

- Programming Languages:
HTML, CSS, JavaScript (Solid Foundation), PHP (Basic), Python (Basic), Dart (Basic).
- Frameworks:
Flutter (Intermediate), React.js (Solid Foundation), Bootstrap (Solid Foundation).
- Databases:
MongoDB (Basic), SQLite (Solid Foundation), NoSQL (Basic).
- Principles:
Software Testing (TDD) (Basic), Agile Methods (Solid Foundation), Problem-solving, Algorithm Design, Machine Learning (Intermediate).
- Other Technologies:
WebSockets (Solid Foundation), Bot Development (Solid Foundation), REST API's (Intermediate)
- Soft Skills:
Communication, Teamwork, Curiosity, Adaptability, Pressure Endurance.
- Architectures:
Cloud Microservices (Intermediate), Model-view-controller (MVC) (Solid Foundation).

Education (View Cert.)

07/19 – 07/22

Bachelor of Software Engineering

University Of Portsmouth, UK
First Class Honors - GPA: 3.91/4

Languages

Arabic: Native.
English: Competent.

Profile

I am a keen software engineer. Enthusiastic about all kinds of technological advancement with a special interest in Artificial Intelligence applicability to various industries. Determined to direct projects to success with an ecstasy for resolving brain stimulating challenges. A seeker for everlasting education and new skills.

Work Experience

Kreativstorm (View Cert.)

07/16/23 – 08/12/23

Conducted a hands-on training program developed by the company divided by a system of 4 weeks, grasped industry practices regarding front-end practices and user experience, with a core focus on accessibility and the value of soft skills in development.

Brief Points:

- Built CSS website based on a design spec made by web designers.
- Implemented a console-based JavaScript game with auto correction (Levenshtein Distance).
- Used the browser animation frame to implement an interactive calculator.
- Learned about the Accessibility tree and HTML semantic elements.

University Projects

Charity Software Project

The managing of a team for developing a charity app, that acts as a hub for charities, resource donors and people in need to communicate under one application.

Brief Points:

- Used Bootstrap to escalate the design phase.
- Integrated Google APIs for the location feature.
- Used Cypress E2E testing tool to test the entire flow.
- Incorporate SQLite & NoSQL for our backend database.
- Used Express to implement the system REST API.

Small medium sized enterprises platform

Constructing a software platform algorithm for university health partners to search for business opportunities, aiding them to thrive in terms of finance and scientific research using web crawling and natural language processing techniques.

Brief Points:

- Implemented NLP models from bag-of-words to Google's Word2Vec.
- Designed the matching algorithm to identify financial opportunities.

Discord Bot (View Report.)

The university final year project, consisting of developing a discord bot system which can conduct annual student enrolment in an automated manner.

- Using Discord.js developed the required bot.
- For testing mocked the entire Discord object.
- Used a secondary bot for E2E tests.
- Implemented binary search tree (BST) to enhance the search for records.
- Used cloud-based database system (MongoDB) DMS.
- Hosted the project components on Heroku platform as a service (PaaS).