



# Abdul Osman

Web Developer

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## Profile

A student web developer with a strong interest in projects that require both conceptual and analytical thinking. Fully-committed to learning design and developing innovative web-based materials that users will love. Always eager to learn more tricks from anyone - regardless of the industry they're working in.

## Technical Skills

HTML	● ● ● ● ●
CSS	● ● ● ● ●
Javascript	● ● ● ● ●
jQuery	● ● ● ● ●
Illustrator	● ● ● ● ●
Photoshop	● ● ● ● ●

## Education

BA in Informatics (HCI), UC Irvine 2016- 2021  
Irvine, California

Santa Ana College 2015-2016  
Santa Ana, California

## Involvements

UCI Academic Affairs: Antleader Mentorship June 2018 - Present  
Program Assistant Commissioner

- Determine the structure of a three-quarter curriculum with two other commissioners to train mentors and mentees
- Assist in training approximately 60 mentors on mentoring first-year students
- Communicating with professional staff to manage the program logistics and budgeting

UCI Academic Affairs: Antleader Mentorship June 2017- June 2018  
Program Media & Publicity Coordinator

- Served as an outreach coordinator to recruit mentors and mentees within UC Irvine to serve first-generation students
- Created media projects to publicize and brand the Antleader Mentorship Program on social media via photography and graphic design
- Provide resources to help mentees transition in their first year of college and increase retention

## Projects

### Mock Websites

- Created with HTML5/CSS/JavaScript
- Google font, forms, and map API's
- Mobile-first & Responsive design

### Document Object Model - Filter & Vocabulary Cards

- Filter project allows a user to search through a list of names via text input
- List increases or decreases dynamically via the DOM and event listeners
- Vocabulary cards show and hide translations via click events

### Simple JavaScript Game - Bird Hero

- Utilizes objects and event listeners to operate the app
- Collision detection if the player touches an enemy or the end goal
- Able to play with mouse or touch input