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 Program Assistant Commissioner   June 2018 - Present

- Determine the structure of a three-quarter curriculum with three 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 Program Media & Publicity Coordinator   June 2017- June 2018

- 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