Asad Abdalla

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Objective

To obtain a full-time performing software engineering-related work.

Education

Iowa State University | Ames, IA

May 2020 - PRESENT | Expected Graduation: 2023 Bachelor of Science in Software Engineering GPA 3.14

Kirkwood Community College | Cedar Rapids, IA

Graduation: 2020

Associate in Applied Science

Skills

- Frontend: HTML, CSS, Javascript, ReactJs, Tailwindess, Bootstrap, Material UI
- Backend: SpringBoot, Node Js, Express, MongoDB, PostgreSQL, MySQL
- Mobile Development: Android Studio, React Native, AWS Amplify
- DevOps: Git, CI/CD, npm, Docker
- Language: Java, Python, JavaScript, C, Typescript
- Other: Linux

Experience

Summer Research Internship | Kirkwood Community College June - August 2020

- Developed a tool for tracking code history changes.
- Conducted students survey to identify needs for improvement.
- Installed Linux server and customized internal systems by adapting new software application development standards.
- Wrote maintainable and extensible code in a team environment.

Projects

Ecommerce web application

- An eCommerce website developed using NextJs, MongoDB, Paypal, and Stripe payment gateways would enable users to purchase items from a wide selection of products and allow for secure payment transactions.
- Link https://shoes-store-ten.vercel.app/

Rapid API Video Application

- Created with ReactJs, Material UI, and Rapid API. It is a user-friendly site that allows you to search for videos quickly and easily. The site is also responsive and looks great on any device.
- Link https://tubeit.netlify.app/

Portfolio

- Portfolio V2.1 showcases my skills as a web developer. The portfolio is built with React JS, Tailwind CSS, and a Sanity CMC backend. The website includes animation and is designed to be mobile-friendly.
- Link https://www.asadkomi.com/

Other Projects

- Designed and built two other web applications and a mobile application using ReactJS React Native
- Ensured the performance, quality, and responsiveness of the applications
- Sole responsible for maintenance, bug fixing, testing, and development.