Aymane Ben Chafik

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Portfolio – benaymane.github.io
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EDUCATION

Bachelor of Science, Computer Science – 3.3 GPA
University of California, San Diego. June 2018

Associate of Science, Mathematics – 3.8 GPA
Berkeley City College, Berkeley. June 2015

TECHNICAL SKILLS & QUALIFICATION

- *Programming languages* – C#, C++, C, Java, OCaml, Haskell, Python, Bash, SPARK, MIPS
- *Server-side & Database Development* – MySQL, PostgreSQL, Flyway, PHP, Apache Server, Redux, Python CGI, API, Spring Framework
- *Client-side Development* – HTML5, CSS3, React, JavaScript, jQuery, Python, MarionetteJS, BackboneJS
- *Native Development* – Android development, Game development, Desktop Application development
- *Operating Systems* – Windows, macOS, Linux-based: Ubuntu, CentOS and Kali Linux
- *AWS Tools* – EC2, Elastic Beanstalk, Lambda, CloudWatch, IAM, S3 Buckets, SQS, SNS
- *Development Tools & IDE* – Unity3D, Android Studio, XCode, Visual Studio, NetBeans, Visual Code, GitLab, Eclipse, IntelliJ
- *Miscellaneous* – Agile, Jira, Confluence, DataTables, REST-based development

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RELEVENT COURSE WORK

- Theory of Computation
- Web Client Languages
- Compiler Construction
- Computer Architecture
- Algorithm Design & Analysis
- Basic & Advanced Data Structures
- Math & Systems Analysis
- Software Engineering Principles
- Embedded System Design Project
- Component & Design Digital Systems
- Principles of Computer Operating Systems
- Programing Languages: Principle & Paradigm

PROFESSIONAL EXPERIENCE

Spartan Software Inc, Software Engineer – San Francisco, CA   *January 2019 – April 2019*

- Consulted customers of globally focused organizations to learn about their needs and how to best meet them.
- Developed new features to the widely used Translation Management System (TMS), called SDL Worldserver, to accommodate customers' requests and needs.
- Integrated the Content Management Systems (CMS) named ContentStack with the TMS Worldserver through API calls. The integration facilitated pulling of content to be localized and pushing or publishing localized content.
- Added multiple features to frontend and backend, along with fixing pre-existing bug to VMware's Linguistic Quality Evaluation (LQE), a custom-built web-based translation review and reporting tool.
- Contributed to the development of Spartan Software Inc's own Product Management System (PMS), a web application made with localization project manager in mind giving them a more robust visualization of multiple localization project and allowing an easier invoicing transition between clients and vendors.

- Used agile software development with Atlassian's JIRA web application to ensure consistence of product and customer satisfaction.

Bentley Systems, Software Engineer Intern – San Diego, CA   *June 2017 – September 2017*

- Aided on establishing a reference architecture for scalable, cross platform, microservices.
- Participated in the transition from software licensing model to SaaS model.
- Built, with a team, a training course with prototypes, best practices, and styling conventions documentation to introduce future developers to the new stack.
- Coded and Unit-tested each and all programs using C# and .NET framework to establish the correctness and maintainability of the code.
- Took initiative to manage and split tasks between interns.

University of California San Diego, Tutor & Grader – San Diego, CA   *January 2016 – October 2017*

- Taught hundreds of students complex Data Structure algorithms and clarified projects written in Java.
- Created innovative techniques that went beyond standards, such as authoring extra slides about programming languages, to ease the learning of new concepts to students.
- Generated impromptu brainstorm problems to test the students' knowledge of the materials being discussed or related concepts to adapt to the students' needs.
- Designed homework exercises along C program coding challenge to introduce students to the language.

PROJECTS

CoupleTones – Phone App

- Developed an Android app where, with the help of Google map, a user could mark different locations as favorites.
- Setup server in order for any two distinct users to be able to connect each other's accounts to become partners, they are then able to exchange locations
- Setup a data table to store user's favorite location on Google map
- Implemented a push notification to notify users when their partner has entered a favorite location
      KEYWORDS – Android Studio, Parse Server, Google API, Java, Push Notifications

DietBud – Phone App

- Self-directed design and implementation of a fully functioning a nutrition and calories counter consumer friendly app where users tracked daily intake of calories, carbs, proteins and fats.
- Coded and implemented all functionality including an easy to use calorie and nutrition input U.I. and innovative features like creating a meal set for quick and easy re-use.
- Classes and inheritance hierarchy were used to separate components of the app.
      KEYWORDS – Unity3D, C#, Inheritance, Error Handling, Sound configuration, App Store

Auxilium Hub – Web App

- Identified a market opportunity where tutors lacked exposure to students on UCSD campus.
- Solved for this market opportunity with a dual market model where tutors can increase and target their exposure to students, and where students can compete for the best tutors.
- Created, built and deployed a semi-functioning web app prototype including intelligent notifications and responsive U.I. front end.
      KEYWORDS – HTML5, CSS3, PHP, MySQL, PHP MyAdmin, JavaScript, jQuery