BEREKET SEGA

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EDUCATION

Towson University   Towson, MD
Bachelor of Science in Computer Science   Sep 2020 - Dec 2023
Coursework: Data Structures and Algorithms, Software Engineering, Web-based Programming, Database Systems, Calculus
Awards and Involvement: 5x Dean's List, BGE Scholars Program, Software Engineering Club, Cyber Defense Club
GPA: 3.8

SKILLS

Languages: Java, Python, C++, Bash, JavaScript, Typescript, HTML, CSS

Database Management Systems: MongoDB, MySQL, PostgreSQL

Tools & Frameworks: Docker, Angular, React & React Native, Jest, Node, Flask, Git & GitHub

Cloud Computing: AWS S3, AWS EC2, Azure Virtual Machines, Google Cloud

Others: Computer Networks(TCP/OSI), ARM Architecture, CircleCI, Scrum, Microservices, SDLC, RESTful APIs

Operating Systems: MacOS, Linux/Unix, Windows

Soft Skills: Communication, Teamwork, Drive and Initiative, Analytical and Problem-Solving

EXPERIENCE

SecurEd Inc.   Towson, MD
Junior Software Developer   June 2023 - Present
- Maintained CLARK, a cybersecurity education platform utilized by over 10,000 users.
- Adapted to changing requirements using agile frameworks, which led to the completion of 95% of scope changes.
- Implemented new features and efficiently resolved software bugs and issues, increasing user satisfaction by 30%.

Towson University Tutoring and Learning Center   Towson, MD
Mathematics Tutor   Jan 2023 - Present
- Tutored college students in 5+ math courses, mainly in Calculus, utilizing research-based tutoring strategies.
- Mentored and guided students through challenging coursework, resulting in a 30% increase in exam scores.

SecurEd Inc.   Towson, MD
Junior Software Developer Intern   Jan 2023 - May 2023
- Improved code quality and reliability by implementing Jest tests and reducing production bugs and issues by 50%.
- Deployed latest releases using CircleCI, AWS EC2 instances, and S3 buckets built using Terraform.
- Created filtering and sorting features into the CLARK, resulting in a 20% increase in user satisfaction and engagement.

PROJECTS

Lost And Found Web Application (github.com/COSC484-Project-Group-3/LostAndFound)   Jan 2023 - May 2023
- Developed a robust and intuitive lost and found web app using the MERN stack and RESTful APIs, resulting in a 40% increase in user adoption and usage.
- Engineered a secure and scalable backend infrastructure used by 100+ active users.
- Recognized as a Finalist with strong innovation skills in the Towson University College Cup Innovation Challenge 2023.

Parking Reservation System (github.com/orgs/Stay-While/repositories)   Sep 2022 - Dec 2022
- Utilized Agile methodologies to develop a residential parking reservation system using Node.js and MongoDB.
- Efficiently collected requirements, planned sprints, and consistently completed tasks on time, resulting in a 20% reduction in the project timeline.

Client-Server Based Instant Messenger   (https://github.com/bereketsega/chat-app)   Sep 2022 - Dec 2022
- Used Python sockets to build a CLI for sending and receiving packets using the TCP protocol.
- Reduced packet latency by 30% by using a dedicated thread, resulting in faster and more efficient data transmission within the LAN environment.

Premier League Predictor Model   (https://github.com/bereketsega/Predict-Game)   Oct 2021 - Dec 2021
- Built a model with Python to predict the winners of English Premier League soccer games with 88% accuracy.
- Applied the Poisson distribution to decide the probability of an event occurring with a margin of error of <12%.