

Bereket Sega

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Seeking an internship or Entry-Level Opportunity in...

Software Engineering

A Computer Science with Software Engineering Track undergraduate offering a strong foundation in software engineering and programming fundamentals. Experienced in object-oriented programming, developing, and debugging code. Capable of learning and mastering new technologies effectively, Comfortable working with a team.

Education

Towson University – Computer Science

SEP 2020 - JUNE 2024

Towson, MD

- GPA: 3.79/4.0
 - Relevant Courses: Data Structures and Algorithms, Computer Organization and Architecture, Object Oriented Programing, Linear Algebra, Discrete Mathematics
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Technical Skills

- Programming Languages: Java, Python, C++, JavaScript, HTML, CSS
 - Version Control: Git, GitHub
 - Databases: MySQL, MongoDB, PostgreSQL
 - Tech: MERN, React, NodeJS, REST, JSON, Docker, npm, JWT, GraphQL
 - Tools: Visual Studio Code, Jupyter Notebook
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Personal Projects

- Discord Bot - [source code](#) FEB 2022 - PRESENT
 - Created a discord bot to play wordle with.
 - Developed using discord npm packages as an API to create a client.
 - Deployed the bot using Heroku cloud platform.
- Premier League Predictor - [source code](#) DEC 2021 - PRESENT
 - Designed a model that predicts premier league games.
 - Developed an algorithm using python on Jupyter Notebook to predict premier league games based on away and home goals history.
 - Applied the Poisson distribution to determine the chances of an event happening again.
- GPA Calculator - [source code](#) - [Live Demo](#) DEC 2021 - PRESENT
 - Created a webapp that calculates the GPA for a given credits and letter grades.
 - Developed it using VanillaJS, HTML, and CSS.
 - Used GitHub pages to deploy the website.