Michelle Omari

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https://bookishmichelle.github.io/michelle-omari-portfolio-site/

Computer science student with strong leadership, communication, and problem-solving abilities. Proficient in Linux and experienced with programming languages including Python, C++, SQL, and others. Passionate about databases and cybersecurity, with a flexible mindset open to exploring diverse roles in tech.

Projects

USV GPT   **Aug. 2024 – Dec 2024**
Engineer   *RWPS 485*
- Collaborated with a team to design and develop an AI powered document ingestion system using Ollama 3.1.
- Independently designed and implemented the UI, ensuring it aligned with the organization's branding.

Obscurity & Fuzzy friends   **Jan 2025 - April 2025**
Project Manager   *BUS271*
- Simultaneously led two teams, using agile methodology for different projects.
- Obscurity: A video game tailored for users with disabilities. Oversaw development while contributing as both engineer and a project manager.
- Fuzzy Friends: Partnered with local shelters and universities to host mental wellness events that promote student/animal interaction and potential pet adoptions.

EDUCATION

University of Silicon Valley   **Apr 2025**
BS, Computer Science   *San Jose, CA*

SKILLS

Python | C/C++ | Angular | SQL | Linux |Github/Git | HTML | CSS | Javascript | Java | Wordpress | Perforce | Unity | Unreal | Docker | Agile

Relevant Work Experience

Pixel Poxet   **Jan. 2025 – Current**
Engineer   *Remote*
- Worked on "Project Bookcraft," a video game developed in Unreal Engine.
- Communicated regularly with other engineers to ensure a smooth development progress.

ABP Solutions   **Aug. 2024 – Dec 2024**
Intern   *Remote*
- Managed website updates including fixing errors, editing content, and updating company information.
- Rebranded sections of the website, transitioning from HRO to HCM and BPO.
- Removed the outdated content, ensuring only relevant material was live and up to date.

- Provided suggestions and implemented those changes for website improvement.
- Fixed broken links & created new pages and sections.

Six Industries   **Apr 2024 - Aug 2024**

Intern   *Remote*

- Worked with a team to convert the old source code to Angular 17 components.
- Redesigned X-Proctor login screen to have a more modern UI and improve user experience.
- Created pages and implemented routing to enable seamless navigation from Six Industries to X-Proctor.
- Contributed to a government-use program utilized by the Department of Defense (DoD), with the task sourced through Six Industries.