

Michelle Omari

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

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

Jan 2025 - April 2025

Project Manager

BUS271

- Simultaneously led two teams, using agile methodology for different projects.
- One of these projects is Obscurity, a video game tailored for users with disabilities. Oversaw development while contributing as both engineer and a project manager.

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- Removed the outdated content, ensuring only relevant material was live and up to date.
- 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.