Nader Baaghil

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EDUCATION

University of Michigan – Dearborn   April 2024
Bachelor of Science in Computer Information Science   GPA 3.65

EXPERIENCE

Chef Bernard Parks   Dearborn, MI
Software Developer   September 2023 – April 2024
- Awarded with Best in Computer and Information Science and Alumni Advisory in the 2024 Senior Design competition for outstanding results and presentations
- Collaborated with a client to define the objectives, scope, requirements, and design of a Unity-based educational game using Object-Oriented Programming in C# scripts
- Led an agile development team using GitHub for version control to develop a game aimed at educating over 1,000 adolescents
- Managed software documentation using various Office 365 applications, facilitated client interactions, delivered presentations, and conducted validation testing
- Adhered to a detailed Gantt chart to efficiently pace project milestones, ensuring the delivery of the final software within an 8-month timeframe

The Gaming Council Community   Dearborn, MI
Front and Back End Web Developer   September 2023 – December 2023
- Coordinated with developers in an established environment to enhance user experience, accessibility, and interactive content
- Designed and implemented a home page for The Gaming Council that served as a hub for navigating to the subtopics and groups of the community
- Implemented grids, buttons, dropdown menus, and a sidebar to provide access to specific pages such as guides, builds, and articles
- Led the development of a duty page that involved the addition of a new table in the database to store the duties. This page allowed for management of duties using create, read, update, delete (CRUD) operations, accelerating the updating of duties

TECHNICAL SKILLS

Languages	Python, C, C++, C# (.NET), Java, HTML5, CSS3, PHP, JavaScript, SQL, Kotlin
Software	VS Code, Docker, Word, PowerPoint, Excel, Visio, Adobe Suite, Unity, Eclipse
Tools & Architecture	Test Driven Development, CI/CD, React, Agile, RESTful API, GitHub Desktop, AWS, Cloud Computing, Node.js, Azure, Object-Oriented Programming, Numpy, Pandas

PROJECTS

Conference Paper Review System   December 2023
- Developed an information management system in Python, utilizing Tkinter for the GUI and SQL for database operations, designed to handle extensive record sets for conference paper reviews
- Leveraged Microsoft Visio to generate graphical depictions, including Use Case Tables, Dataflow Diagrams, Database Schemas, and User Interface Designs, to concisely document and design software
- Engineered a comprehensive database schema to accommodate user profiles for authors, reviewers, administrators, and chair members, replicating the interaction of actual conference procedures
- Crafted an adaptive user interface that automatically adjusts based on user roles, enhancing accessibility and usability across different user categories
- Demonstrated the project's development process, key learnings, and a live simulation to the Associate Dean for Undergraduates at the University of Michigan-Dearborn, showcasing the system's functionality and its practical application in managing conference paper reviews