

Nader Baaghil

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EDUCATION

University of Michigan – Dearborn

Bachelor of Science in Computer Information Science

April 2024

GPA 3.65

EXPERIENCE

University of Michigan – Dearborn

Peer Educator and Course Coordinator

Dearborn, MI

January 2023 - April 2023

- Spearheaded the compilation of diverse questions from over 40 students in a Computer Networks course, ensuring coverage of key topics
- Efficiently managed all student submissions via the Canvas Learning Management System, streamlining the process for activity preparations
- Developed and facilitated engaging learning activities based on student inquiries, effectively addressing all questions, and distributing tailored study materials to enhance understanding
- Led Kahoot sessions for the class, allowing students to form teams and discuss solutions to the presented problems, further reinforcing student understanding

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

Senior Design Capstone Project

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

Test-Driven Development for Email Functionality

February 2024

- Applied Object-Oriented Programming principles in Java to design and implement comprehensive JUnit test cases for the Apache Commons Email, following a test-driven development approach, achieving code coverage of over 70% for more than 10 critical methods
- Leveraged the Java-based JUnit framework and mock objects to validate functionality across email handling methods, enhancing code quality and system stability
- Employed Object-Oriented Programming best practices, including setup and tear down processes, contributing to consistent software performance

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
- 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