# Issa Alshaban

Jordan, Amman | (+962) 799866180 | issa.i.alshaban@gmail.com | linkedin.com/in/issa-al-shaban

## PROFILE

The name is Issa Alshaban and I am a graduate from Princess Sumaya University for Technology with a strong academic and have the knowledge about the field. Keen to pursue a full-time job to have the opportunity to work with your team and learn from them to be able to be a big contribute to the company and meet its goals.

## EDUCATION

**Software Engineering**                                           Sep 2017 – Jun 2023(Expected)

*Princess Sumaya University for Technology, Amman*

**GPA:** 75.7%

**Relevant Coursework:** C, C++ (OOP), Web Programming, Visual Programming, Data Structure, Algorithm Design, Software Design and Architecture, Software Quality Assurance and Testing, Java (Introduction), Database Systems, and Mobile Development.

## WORK EXPERIENCE

**Internship:**

- **Aspire:** I worked on Web design for both frontend and backend using JavaScript and I also advanced my JavaScript skills during the internship and acquired the necessary skill to use git by taking a certified course from aspire.

## SKILLS

- JavaScript
- HTML/CSS
- C++
- C#
- Flutter
- Git / GitHub
- Python

## PROJECTS

**Danger Zone Application:**

An application that ensures the citizen's safety when there's danger around their location. The application analyzes articles from news sources in order to scan for dangerous incidents and sends a notification in order to warn the citizen about the danger. App implemented using Flutter and Python.

**Hangman Game: (Github)**

A game created using my own code and my knowledge of OOP concepts. One using JavaScript and another using Ruby.

**Covid Registration System: ([Github](Github))**

The project aims at designing a desktop application to sign up and create a username in order to check whether the user has taken the vaccine or not and to reserve an appointment to check on his situation. Implemented using C# (.NET Framework).

**Sonic Fan Game (Work in progress): ([Github](Github))**

A 2D fast paced platformer game based on the character Sonic. The game is made with the Unity engine. The game contains the player, few enemies and test objects that are all programmed and implemented with C#.