Georges Junior Naddaf

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OBJECTIVE

Seeking a Full-Stack Software Development position

WORK EXPERIENCE

HUGHES NETWORK SYSTEMS, MTS 2 – S/W (Software Engineer 2)

May 2019 – Present

- Working on several web apps and interfaces using **JS/TS**, **Angular 12** and **MEAN** stack.
- Working on VSAT modem software deployed to millions of users using C++11.
- Developing GUI and API automated testing scripts using **Python3**, **Selenium** and **Bash**.
- Using **Gitlab**, Bitbucket, Docker, Jenkins, for CT/CI and **JIRA**, salesforce for issue tracking internally and externally

KNOWBILITY, Software Developer

November 2018 – April 2019

- Worked on Front-End of online courses using **Angular 6**, **Typescript**, HTML 5 and SCSS.
- Abided by WCAG 2.1 (Accessibility standards)
- Responsible for documenting and fixing project issues.
- Used Github for source control and Github Projects for issue tracking.

PENN STATE CHEMISTRY DEPARTMENT, Part-time EBook Programmer

February - July 2016

• Worked on a kinetic theory widget to simulate particle collisions using **JS**, HTML and CSS.

EDUCATION

The Pennsylvania State University, University Park, PA

Bachelor of Science, Computer Engineering, May 2018

GPA: 3.29

• Selected for the Dean's list of the first, second, fourth, seventh and eighth semester.

ACHIEVEMENTS

- 2nd place in CodePSU Spring 2016 ACM programming competition Intermediate tier.
- 3rd place in HackPSU Spring 2017 hackathon in the EdTech challenge. https://devpost.com/gornad96
- 2nd place in GSK challenge: Created a sleep tracking Android app using Java, which is an app designed to record and analyze meaningful sleep data. https://www.mindsumo.com/contests/sleep-track.
- Highwood USA Capstone Project: Best Project Design 2nd place (computer vision and photogrammetry project on measuring scaled distances in 3D models generated from 2D images).
- Lockheed Martin Capstone Project: Conducted feasibility study and built models using **machine** learning tools (Keras, Tensorflow) to detect abnormalities in video stream.

RELEVENT KNOWLEDGE.

- Intermediate Javascript, Typescript, C++11, HTML/CSS, Angular 12.
- Basic Figma, Adobe XD, ReactJS, React Native, Unreal Engine 4.
- Proficient speaker and writer in English, French and Arabic.