Hadeel Omar

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SUMMARY

Final year of Computer Systems Engineering at Queen Mary University of London, with practical experience in software development, software testing, version control and delivering high quality solutions in Agile environments for applications serving millions of users globally. Seeking graduate engineering opportunities to contribute technical expertise and collaborative approach to innovative projects.

EDUCATION

Queen Mary University of London
BEng Computer Systems Engineering (Hons)   *September 2023 – July 2026*
- **On track for 1st Class (81% achieved across 1st and 2nd year):** Relevant Modules: Algorithms and Data Structures, Object-Oriented Programming, Operating Systems, Graphical User Interfaces, Software Engineering, Procedural Programming, Microprocessors Systems Design, Analogue Electronic Systems, Communications and Networks, Software Engineering Project.

London Academy   *November 2020 – August 2022*
- **A-Levels:** Chemistry (A*), Mathematics (A*), Physics (B)

WORK EXPERIENCE

Warner Bros. Discovery, London   *June 2025 – August 2025*
Software Development Engineering Intern – Global Tech & Products
- Refactored 10+ UI components and conducted software testing for HBO Max and discovery+ across iOS, tvOS and visionOS platforms using Swift, UIKit and XCTest for unit and snapshot testing.
- Delivered features soon to be deployed to 90+ countries, impacting millions of users globally.
- Created additional test files and test cases improving unit test coverage by ~5%.
- Collaborated in an Agile team to ensure timely delivery of updates and collaborated with QA engineers, product designers and product managers to deliver high quality updates.

Queen Mary, University of London   *September 2024 – Present*
Laboratory Demonstrator/Teaching Assistant
- Selected due to academic excellence to help teach ECS408 Electronic Engineering Mathematics 1 and ECS502 Microprocessors Systems Design.
- Delivered weekly tutorials, assisted in lab sessions and provided feedback to 20+ students on formative and summative assignments.

BNY, London   *July 2024*
Xperience Technology Intern
- Analysed BNY's proprietary AI model Eliza (powered by NVIDIA's DGX SuperPOD) and the 3 key banking applications of generative AI.
- Enhanced understanding of generative AI capabilities in large-scale data processing and analysis.
- Shadowed 5 professionals across software development (2) and FX sales and trading (3).
- Explored technology-finance intersection and banking innovation opportunities.
- Developed presentation skills and delivered a 10-minute presentation to a panel of BNY employees on how corporations can attract and retain young talent.

PROJECTS & SKILLS

FDM Timesheets Application - React | Typescript | Prisma ORM
- Directed a team of 6 to develop a full-stack website for FDM employees using the Agile methodology, accommodating the timesheets process, as part of the ECS506 Software Engineering Project module.
- Spearheaded the development strategy using the Agile methodology, via weekly stand-up meetings to ensure timely delivery of the app.
- Presented to FDM Stakeholders and achieved 1st place in the Software Engineering Project competition out of 7 groups.

Weather Application for Pilots - React | OpenWeatherMap API
- Built a responsive weather application in a team of 5 using OpenWeatherMap API to fetch and display data based on location.
- Prototyped designs using Figma and made documentation and a 10-minute video regarding requirements, design, and evaluation.

Sprout Lands – Python | Pygame
- Designed a 2D farming simulation game, creating the setting of the game using Tiled.
- Built core gameplay mechanics including player movement, tool usage, and collision detection systems.
- Implemented state-based animation systems and timers, enhancing object-oriented programming skills.

Inventory Management Application – React | Next.js | Firebase
- Created a full-stack pantry tracking application as part of the Software Engineering Fellowship at Headstarter AI, developing front-end and back-end skills.

Portfolio Website – Next.js | Typescript
- Developed a responsive portfolio website, using skills from the 8-week CodeFirstGirls' Introduction to Web Development course.
- Implemented CI/CD deployment workflows with GitHub Actions, improving deployment success rate and configured DNS settings.

Languages and Technologies: Java | Python | HTML | CSS | JavaScript | React | Next.js | TypeScript | Git | Java Swing | Pygame | Linux | Visual Paradigm | Cisco Packet Tracer | Prisma ORM | SQL | Figma | Blender | Swift

ACHIEVEMENTS & INTERESTS

- Selected as high-potential candidate due to academic excellence for upReach Tech500 springboard program.
- Enhanced professional development through workshops and insight days at Wellcome Trust and KPMG.
- **Languages**: English (fluent), Arabic (fluent)