

ISSE NUR

JUNIOR SOFTWARE ENGINEER



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EDUCATION

B.S. in Computer Science w/ Minor in Mathematics

Metropolitan State University
Saint Paul, MN
2017 – 2021

SKILLS

Java

Object Oriented Design

Linux

Git

Python

RDBMS

Amazon Web Services

Docker

VIM

Django & Django REST framework

JavaScript

ReactJS

MEMBERSHIP CLUBS

PHI THETA KAPP Honors Society

Blacks in Technology (BIT)

Association For Computing and

Machinery(ACM)

EXPERIENCE

Python Developer

Personal Project | Dec 2021 – Present

Responsible for creating a portfolio website using python, Django REST framework and JavaScript. This site is currently being served through an AWS-ec2 instance.

- Reduced coupling between frontend and backend by implementing APIs which improved debugging.
- Migrated and Serialized data using postgres database, which improved long term object storage.
- Served as System admin to set up the development environment and installed dependencies.

Android Java Developer

Personal Project | May 2021 – Aug 2021

Responsible for creating a map based “jogging path helper” android application. Used Google Maps API and Android Studios to build the application.

- Contributed to all phases of the development cycle from inception to implementation.
- Employed dynamic programming solution to reduce the problem from a time complexity of $(n-1)!$ to a time complexity of $(n*2^n)$.
- Created an intuitive XML based user interface following display industry standards.

Java Developer

Personal Project | Dec 2020 – Mar 2021

Designed and developed an application which uses parallel algorithms to query data from a weather data server. The three gigabytes of data was to be filtered and reduced.

- Made sure to make use of multiprocessors and multicore architecture for the data extraction.
- Ensured all code was thread safe and sequentially consistent.
- Parsed the data into smaller more manageable chunks and presented the data in a simple and easy to understand format.

Java Developer

Personal Project | Jun 2020 – Oct 2020

My task was to create a finite state machine application using java and JavaFX GUI.

- Made sure the correct architectural pattern was implemented for a finite state machine and that object-oriented design principles were followed.
- Implemented data validation for all input fields. Serialized java objects without the need for a database.