

Balen Ahmed Wasu

balenahmed70@gmail.com | Gullan-159, Erbil, Iraq | +964 750 306 5436

Skills Summary

- Familiar with C++, Python, Java, JavaScript, Bash script, PHP, HTML, CSS, and MySQL maven.
- Proficient with functional programming, object-oriented design patterns, UML diagrams, Software testing and debugging code, and relational database model.
- Understanding of sorting, binary search trees, and graph searching algorithms.
- Experience in Linux Debian distributions Ubuntu and Parrot.
- Familiarity with Git, GitHub, and version control systems.
- Skillful leader and effective communicator demonstrated by working on a software team at University of Kurdistan – Hewler.

Related Experience

App Developer intern Karambo delivery co. (Remote, Germany) (Oct. 2022 – March. 2023)

- Communicated with clients and stakeholders to identify their needs and goals and produced and coordinated the application plans.
- Tested developed software, resolved any problematic issues, and optimized the application to make it faster.
- Managed relevant correspondence, worked closely with the company managers and executives, and informed them about the progress of the assigned projects.

Co-Founder Nawshan co. for tech solutions (Iraq) (March. 2021 – present)

- Developed comprehensive marketing strategies to introduce the company to local business throughout the country.
- Constantly researching to find local and international business needs to find extraordinary business opportunities in the tech sector.

IT helpdesk intern Hightech Enterprise (Iraq) (Jul. 2020 – Sep. 2020)

- Designed a database for inventory and sales department to keep track of available items.
- Worked as a part of research team with IT professionals, software engineers, and electrical engineers to solve critical problems.
- Collaborated with IT professionals to help clients and increase client's satisfaction in the company.

Projects

Module Distribution System (Jun. 2022 – Jun. 2022)

- Console application written in Java to help module distribution among teaching staff and students.
- Implemented OOP concepts like overriding, overloading, class hierarchies, abstract classes, and inheritance.
- Implemented, serialization to save data as object into files, and module distribution algorithm.
- Implemented JFrame and JComponents to design portals for lecturers, instructors, and students.

RMI calculator (Apr. 2023 – Apr. 2023)

- Developed a client-server architecture using Java and Remote Method Invocation (RMI) for a remote

calculator.

- Implemented the Calculator Interface on the server-side to enable basic arithmetic operations (addition, subtraction, multiplication, and division) remotely.
- Ensured error handling for invalid user input and server errors, ensuring a smooth user experience.

Snake game

(Jul. 2022 – Jul. 2022)

- Snake game written in Python with graphic user interface
- Implemented canvas, classes, lists, and events to control movement.
- Implemented collision detection algorithm and random food distribution using random library.

Tic tac toe

(Jul. 2022 – Jul. 2022)

- Tic tac toe game written in Python with graphic user interface.
- Implemented random player selection using random library and tkinter for graphical user interface.
- Implemented graphics, lists, and check winner algorithm to determine which one is the winner.

Restaurant management system

(Jul. 2021 – Jul. 2021)

- Application written in C++ to help cashiers calculate the total amount of money spent by customers.
- Implemented calculation algorithm to provide correct solutions.
- Implemented loops, arrays, and tax calculation algorithm to calculate total amount.

C++ Assignments

(Jul. 2021 – Dec. 2021)

- Solved all assignment problems with perfect correctness.
- Implemented insertion sort, binary search tree and general tree search algorithms using recursion
- Implemented insertion, merge, quick sort algorithms to solve problems.

Education

Candidate for Bachelor of Software Engineering top three class honor (GPA: 77.63/100)

University of Kurdistan – Hewler (Sept 2020 - July 2024)

- **Courses:** OOP in Java, Algorithms, System analysis and design, Operating Systems, Data Structures, Web Technologies, Software testing, SDLC lifecycle, using Python to interact with OS, and Applied Telecommunication and Wireless Networks Engineering.

Achievements & Awards

-
- **School of Science and Engineering coding competition (Second place)**
 - **School of Science and Engineering Binomial Acumen math competition 2022 (Third place)**