Ilham Mukati

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EDUCATION

University of Central Florida | Computer Science, B.S | GPA: 3.4/4.0 — Expected 2024

SKILLS

Python, Java, React, C/C++, PHP, MongoDB, SQL, Typescript, HTML, CSS, Git, Docker, Postman, Adobe Analytics

EXPERIENCE

Ace Applications — Sep 2023-Present
Software Engineer Intern
- Writing new software applications, creating new websites in JavaScript and refactoring previous code
- Developing and maintaining mobile, web, and desktop applications in IOS and Android environments
- Constructing technologies using various tech stacks to meet needs of clients and other engineers
- Conducting research on various technologies and documenting findings on Docusaurus and WordPress

American Express (Phoenix, AZ) — Jun 2023 - Aug 2023
Software Engineer Intern
- Improved usability of client-facing flows for handicapped customers by writing pixel-perfect React / CSS code.
- Built end to end user-facing flows in React for AMEX Money Management team, verified through rigorous testing.
- Refactored backend code to reduce redundant API calls and decrease runtime for Wire and ACH transfers.
- Created a mock data generator, allowing for the discovery of new bugs across 20+ internal APIs.(fulltime offer received)

Darden (Phoenix, AZ) — May 2022 - Jul 2022
Software Engineer Intern
- Developed dashboard to display statistics of user interactions with sites for brands such as Olive Garden, LongHorn, etc.
- Wrote test cases to improve code coverage to 95% for restaurant online orders.
- Phased out and replaced API's which were sending inaccurate information, improving client site experience.

PROJECTS

AI Harmful Content Moderator — Aug 2023 - Present
- Implemented a program to find hate speech when given a snippet of text.
- Used Python, AI/Machine Learning, and natural tool kit for best practices.

Universal USB Control — Aug 2023 - Present
- Implemented an app to emulate mouse, keyboard, and media control commands from phone onto any USB-capable device.
- Developed software for a microcontroller capable of BLE and USB communications emulating human input devices.
- Integrated chip to communicate with mobile App built with React Native utilizing Bluetooth to command devices.

Pathfinding Visualizer — Feb 2023 - Mar 2023
- Developed an interactive interface using React allowing the user to choose start and end points for visualization.
- Leveraged Dijkstra's algorithm to find the shortest path between nodes in a graph $O(E\log V)$ time.

Superhero Correspondence — Jan 2023 - Jan 2023
- Facial recognition web app which determines which Marvel superhero the user most resembles.
- Leveraged OpenCV library with multiple cascades for increased accuracy in facial recognition.

Scraggle Hybrid — May 2022 - Jul 2022
- Constructed a hybrid of Scrabble and Boggle in Java using custom libraries to insert various user-friendly features.
- Utilized Tries to reduce runtime complexity from $O(m^3)$ to $O(m=$ word length).

Automate Curbside Processing — Jun 2022 - Jun 2022
- Lead to wait time improvements of 85% on average and allowed more customers to be processed while increasing simulated profits.
- Created a queue system in C for a simulated grocery store which stores information to calculate most optimal pickup timings and reduce delays on consumer's end.

EXTRACURRICULARS

Knight Hacks - engage in hack-a-thons (such as Shell Hacks), weekly coding collaborations, and project brainstorms.
Society of Professional Hispanic Engineers - involved in project collaborations and networking events.
Peer Tutoring - Assist Computer Science students in projects and taught new data structures and algorithms.