Ilham Mukati

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EDUCATION

University of Central Florida | Computer Science, B.S | GPA: 3.4/4.0 **SKILLS**

Expected Dec 2024

Python, Java, PHP, SQL, React.js, C, HTML, CSS, Javascript, Git, Github, MongoDB, PowerBI, Adobe Analytics **EXPERIENCE**

Software Engineer Intern- American Express (Phoenix, AZ)

June 2023-August 2023

- Proactively improved user experience by aligning customer-facing features with design vision and accessibility requirements through resolving bugs and discrepancies.
- Implemented multiple components and APIs for money transfer site for optimized performance
- Instructive and thorough creation of 'README' files for multiple modules

Software Engineer Intern - Darden (Orlando, FL)

May 2022-July 2022

- Developed dashboard to display aggregate statistics of user interactions for brands such as Olive Garden, LongHorn and others.
- Automated data cleaning from API response, wrote test cases to improve coverage by over 70%
- Created a screen scrape API to fix inaccuracies between different web-server backend information, improved accuracy to 100%

PROJECTS

Pathfinding Visualizer

September 2021

- Developed an interactive and user friend interface on which the user can choose where to start and where to finish and the program created using React produces a path between the two points.
- Leveraged Dijkstra's algorithm to find the shortest path between nodes in a graph O(ElogV) time

SuperHero Correspondence

August 2021

- Facial recognition Desktop app in Python which determines which marvel superhero the user most resembles
- Implemented OpenCV library for computer vision with multiple cascades for increased accuracy.

Automated Curbside Processing

July 2021

- Created Queue System for a simulated grocery store in C, stored related information to calculate most optimal pickup timings and reduce delays on consumer's end
- Lead to wait time improvements of 85% on average and allowed more customers to be processed, increasing simulated profits
- Reduced runtime complexity from 0 (n^4) to 0 (n^2) through efficient data structure usage

Scrabble/Boggle Hybrid

June 2021

- Constructed a hybrid of the two classic games Scrabble and Boggle in Java using custom libraries to insert various user-friendly features
- Utilized Tries to reduce runtime complexity from 0(m³) to 0(m). (m = length of word)

RELATED COURSEWORK

Data Structures and Algorithms I & II	Artificial Intelligence	Cryptography and Information Security
Systems Software	Algorithms for Machine Learning	Computer Logic and Organization
Object Oriented Programming	Programming Languages	Processes of Object Oriented Software
EXTRACURRICULARS		

Knight Hacks - engage in hack-a-thons, weekly coding collaborations, project brainstorms, and resume edits.

Society of Professional Hispanic Engineers – involved in project collaborations and networking events.

Peer Tutoring - Assist Computer Science I & II students in projects, and learning new data structures and algorithms