Jad El-Khatib

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Education

Eastern Michigan University   **Ypsilanti, MI**
Bachelor of Science in Computer Science   Sept. 2014 – Dec. 2018

- Eastern Michigan University Emerald Scholarship
- Minor in Electronic Engineering Technology

Experiences

University of Michigan College of Engineering   **Ann Arbor, MI**
Web Application Developer   July 2021 – Present

- Assisting in the development of the university and college departmental applications with several different teams.
- Using python to write helper scripts used by management to streamline and automate tasks.
- Working with Java frameworks to improve the colleges performance review application, resulting in less wait times, a more user friendly interface and a 20% reduction in errors.
- Meeting with clients on a bi-weekly basis to identify new requirements for web application improvements and further development.
- Integration of Microsoft Playwright into our web applications to help automate functional testing.
- Developing containerized components used in the assembly of new web applications.

University of Michigan ITS   **Ann Arbor, MI**
Computer Consultant / Developer   April 2020 – July 2021

- Designed and developed web applications for the University of Michigan campus Information and Technology Service.
- Assisted the development for the university's managed CMS provisioning platform written in Python/Django.
- Developed and deployed docker images to Openshift and Kubernetes platforms.
- Worked with implementing asynchronous features using Celery/Rabbitmq.
- Collaborated with other team members to ensure proper implementation of details and desired requirements.
- Gained experience in database implementation with both MySQL and PostgreSQL.

Mobile Application Development Freelancing   **Ypsilanti, MI**
Self-employed   May 2016 – June 2017

- Helped MuSikah, LLC by developing prototype apps using Android Studio for its products.
- Assisted the design and logic conversion from Android to the iOS environment (xCode).
- *Results*: ~ 50,000 downloads across all apps   Android – 4.8/5.0 stars with 300 reviews

Projects

AGOSS – A Game of Some Sort   **Ypsilanti, MI**
Independent Programming Project   Sept. 2019 – April 2020

- Created a grid-based strategy game engine with a custom save/load file system, map editor, dialogue editor, battling mechanics giving players the ability to create their own game.
- Developed entirely in Java using Swing for the GUI.
- *Results*: Completed version 1. Version 2 development put on hold due to competing priorities.
- https://github.com/jaderinoo/AGOSS / https://github.com/jaderinoo/AGOSS-2FX

Skills

Languages: Fluent speaker and writer in Arabic and English.

Programing Languages and Frameworks: C++, Java, Groovy, Grails, HTML, PHP, Phalcon, Javascript, CSS, Bootstrap, Vue, MySQL, PostgreSQL, Docker, Openshift, Kubernetes, Python, Django, Rest

Environments: Github, Gitlab, Eclipse, Atom, Visual Studios, Android Studio and Docker.

Cloud Computing Services: GCP and AWS.