Meshal Almutairi

Kuwait
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Education

B.S. in Computer Engineering **September 2020 - June 2024**
Portland State University, Portland, Oregon **Cumulative GPA: 3.54**

Skills

Programming: C/C++, Python, Rust, Swift, JavaScript, Java, HTML/CSS, ARM assembly, Verilog
Technology: Java Spring Boot, Next.js, React Native, Docker, Kubernetes, OpenShift
Tools: Git, Linux, LaTeX, LTSpice, FPGA, KiCAD, Simulink, Cadence Virtuoso, Azure DevOps
Communication: Technical documentation, project presentations, design proposals, teamwork
Languages: English (fluent), Arabic (native)

Experience

Boubyan Bank October 2024 - February 2025
Trainee - Boubyan Technology Academy *Kuwait*

- Gaining hands-on experience in Java Spring Boot, Next.js, React Native, and Azure cloud deployment.
- Learning DevOps with Docker, Kubernetes, and OpenShift for improved deployment efficiency.
- Participating in IT and digital workshops covering Oracle Fusion Middleware, RPA, and UI/UX design.
- Working on a capstone project and real-world tech projects under mentorship from Boubyan's IT & Digital teams.

Projects

Capstone Project: Smart Vent System June 2024

- Designed a Smart Vent System to optimize airflow and temperature control using IoT sensors in collaboration with LaunchPilot for commercial use.
- Developed a web interface for real-time data visualization and remote control.
- Created a custom PCB for seamless hardware integration, ensuring energy efficiency and comfort.
- Collaborated with a team to integrate hardware/software components for a reliable, user-friendly system intended for the consumer market.

5-Stage MIPS Lite Pipeline Simulator June 2024

- Developed a MIPS ISA simulator with a 5-stage pipeline supporting non-pipelined, pipelined (with/without forwarding) modes.
- Led the creation of functional and timing simulators, implementing hazard detection and stalling mechanisms.
- Delivered an accurate simulator, improving understanding of pipeline execution and forwarding benefits.

DDR5 Memory Controller Scheduler Simulator December 2023

- Simulated a DDR5 memory controller scheduler for a 12-core, 4.8 GHz processor.
- Implemented multiple scheduling algorithms and bank-level parallelism for memory requests.
- Developed queue systems, trace file parsers, and timing mechanisms, achieving top performance in the class.

Rusty Hitman May 2023

- Built a 2D point-and-click game in Rust using the macroquad engine, with WebAssembly for browser playability.
- Leveraged Rust's memory safety and concurrency features for performance and accessibility.