OJEEN GAMMAH

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in ojeengammah ⌗ ojeengammah
Citizenship Status: US. Citizen

EDUCATION

University of California - San Diego, La Jolla, CA   **Major:** B.S. Computer Science
GPA: 3.8

SKILLS

- **Languages:** C, C++, Java, JavaScript, HTML, CSS, Python, Clojure, SQL, Linux/Unix, ARM Assembly
  Software: Design, Web Development, Machine Learning, Operating System, Graphics, Computer Security
  Microsoft Office: PowerPoint, Word, Excel, Outlook, Visio, Access
  Tools: Git, GitHub, Visual Studio Code, Visual Studio, Bash, Shell, Junit, Node.js, Docker, Virtual Machine, IntelliJ, PyCharm
  Other: Agile, Methodologies, CI/CD, REST, Jest, Puppeteer

WORK EXPERIENCE

Calorie Tracker – University of California - San Diego, California   September 2023 – Present 📅
MacroMap
- Currently developing an Android app for calorie tracking, enables users to log their daily food intake either by scanning food labels or manually entering nutritional data.
- In progress: Implementing a personalized calorie goal feature that will calculate and suggest individualized calorie targets based on user parameters like age, gender, height, and weight.
- Utilizing Android Studio, Java, and XML to create an intuitive user interface optimized for mobile devices, ensuring a seamless user experience.

Grossmont College – San Diego, California   August 2019 – February 2020 📅
Computer Assistant
- Helped students with disabilities troubleshoot and install hardware and software.
- Provided help with setting up the integrated development environment (IDE).

GSM Enschede – Enschede, The Netherlands   August 2015 – June 2019 📅
Computer/Phone Repair Technician
- Identified and troubleshot software and hardware issues and provided technical support for customers.
- Replaced hardware parts for computers.
- Installed operating systems, device drivers, and other software patches to improve security.
- Repaired Phone screens/batteries/buttons and computers.

PROJECTS

Task Scheduler

- Configured a comprehensive CI/CD pipeline using GitHub Actions for automated linting, HTML validation, documentation generation, and testing of code changes.
- Wrote and executed automated E2E (end-to-end) tests using Jest and Puppeteer that simulate user interactions, such as clicks and form submissions to ensure the app's overall functionality with 97% code coverage.
- Designed a user-friendly HTML/CSS interface optimized for various screen sizes and devices.

Huffman Compression and Decompression Tool

- Implemented a Huffman compression and decompression tool in C++.
- Constructed a Huffman tree using a bitwise buffer and tree serialization, leading to a 30% decrease in file size.
- Optimized and profiled runtime using gprof (GNU Profiler), leading to a 10% decrease in overall runtime.