

OJEEN GAMMAH

(619) 558-8342 | ogammah@ucsd.edu

[linkedin.com/in/ojeengammah](https://www.linkedin.com/in/ojeengammah) | github.com/ojeengammah | ojeengammah.com

Citizenship Status: US. Citizen

EDUCATION

University of California San Diego, La Jolla

Sep. 2021 - Dec. 2023

Bachelor of Science in Computer Science

- GPA: 3.8/4.0
- Courses: Data Structure, Algorithms, Client/Server-Side Programming, Operating System, Network Security, Programming Languages, CPU Design
- Earned Provost honors for 7 quarters

TECHNICAL 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

PROJECTS

Calorie Tracker | Java, XML

Sep. 2023 – Present

- Currently developing an Android app for calorie tracking, which will enable 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.

Chore Tracker | HTML, CSS, JavaScript, Puppeteer, Jest

Sep. 2022 – Dec. 2022

- 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 | C++

Mar. 2022 – Jun. 2022

- 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

EXPERIENCE

Grossmont College, [Computer Assistant](#), El Cajon, United States

Aug. 2019 – Feb. 2020

- Helped students with disabilities troubleshoot and install hardware and software
- Provided help with setting up the integrated development environment (IDE)

Computer/Phone Repair Technician, [GSM Enschede](#), The Netherlands

Aug. 2015 – Jun. 2018

- Identified and troubleshoot 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