

OJEEN GAMMAH

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Citizenship Status: US. Citizen

EDUCATION

University of California - San Diego, La Jolla, CA

September 2021 - December 2023

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, PowerShell, Bash, Shell, Junit, Node.js, Docker, Virtual Machine, IntelliJ, PyCharm
- **Other:** Agile, Methodologies, CI/CD, REST, Jest, Puppeteer

WORK 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 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.

PROJECTS

Calorie Tracker

- 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.

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.