

# OMAR NAEEM

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## EDUCATION

US Citizen

**University of Illinois at Urbana-Champaign**  
*Bachelor of Science, Computer Science*

*May 2022*  
*GPA: 4.00/4.00*

## SKILLS

### Languages

- C++
- Java
- Python

### Tools & Frameworks

- SQL
- GitHub
- Google Apps Script

## WORK EXPERIENCE

**United States Soccer Federation Referee Program**  
*Center & Assistant Referee*

*August 2013 – Present*

- Referee Illinois youth soccer league matches typically held on weekends
- Document and submit game scores to regulate teaming rankings
- Possess authoritative skills in managing coaches, players, and parents
- Adhere to the FIFA Laws of the Game to ensure safety

**Mathnasium Learning Center**  
*Math Instructor*

*August 2018 – Present*

- Instruct three or more students at a time, grades K-12, struggling with Math
- Structure learning using the Socratic Teaching Method
- Developed a program using Google Apps Script to enhance instructor productivity during COVID

## PROJECT HIGHLIGHTS

**Handwriting Recognition Sketchpad**  
*C++*

*October 2020*

- Created a sketchpad that classifies hand drawn integers between zero and nine
- Parsed a text file of images and labels to train the recognition model
- Implemented the Naïve Bayes Theorem to classify image drawn by user
- Added command line interface commands to enhance program flexibility
- Utilized the Cinder application framework to display sketchpad

**Minecraft Adventure Game**  
*Java*

*September 2020*

- Modeled a Minecraft adventure game which allowed a user to move using button inputs
- Used HTTP Rest API to communicate user commands and update respective game state
- Adhered to concepts of test-driven programming to ensure application functionality
- Created a JSON representation of the game layout in order to promote game flexibility
- Integrated SQL Database to display user high scores at the end of the game