OMAR NAEEM

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EDUCATION

UIUC

BS in Computer Science
May 2022 | Urbana, IL
Grainger College of Engineering
Edmund J. James Scholar
GPA: 3.97 / 4.0

LINKS

Portfolio:// omarn33.github.io/cv/
GitHub:// omarn33
LinkedIn:// omarnaeem33

SKILLS

PROGRAMMING

Experienced:
Python • Java • C++

Proficient:
HTML • CSS • JavaScript
MySQL • MongoDB • Neo4j

FRAMEWORKS

Version Control:
Git • GitHub

Cloud Services:
AWS • GCP

Testing:
JUnit5 • Catch2

Methodologies:
OOP • Test-Driven Development
SDLC • Agile • Waterfall

COURSEWORK

COMPLETED

Database Systems
Artificial Intelligence
Software Design Studio
Data Visualization
Computer Architecture
Numerical Methods
Data Structures
Linear Algebra
Probability and Statistics

UPCOMING

Algorithms/Models of Computation
Applied Machine Learning
Software Engineering
UI Design

EXPERIENCE

MATHNASIUM LEARNING CENTER | Math Instructor

Aug 2018 – Present | Glen Ellyn, IL

- 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-19

U.S SOCCER FEDERATION | Center/Assistant Referee

Aug 2013 – Present | Lombard, IL

- Referee Illinois youth soccer league matches typically held on weekends
- Document and submit game scores to regulate team rankings
- Adhere to the FIFA Laws of the Game to ensure safety
- Clarified laws of the game to coaches, players, and parents during call disputes

PROJECTS

MOST VALUABLE PROFESSOR | Python, MySQL, GCP

May 2021

- Developed a full stack web-application that uses real data for grade distribution of courses and professors at UIUC
- Hosted a MySQL database on Google Cloud Platform and deployed the application using Flask
- Utilized MySQL to respond to query inputs from the user and display requested professor data using Chart.js
- Added a login registration system to provide security and reliability for users as well as legitimacy for rating results

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 API ADVENTURE GAME | Java

September 2020

- Modeled a Minecraft adventure game which provided player movement through button inputs
- Used HTTP REST API to communicate user commands and update respective game state.
- Adhered to concepts of test-driven programming through the use of JUnit5 to ensure application functionality
- Created a JSON representation of the game layout in order to promote game design flexibility

CHESS AI | Python

April 2021

- Modeled IBM's Deep Blue computer that defeats opponents in Chess
- Utilized the Minimax algorithm as well as Alpha-beta pruning to efficiently determine the next best move.