Oumer H. Abdulkadir

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EDUCATION

Penn-West California   **California, Pennsylvania**
B.S. in Mechatronics Engineering Technology   *Expected Graduation, May 2026*

- o **Minor:** Robotics *Engineering Technology*
- o **Concentrations:** *Software Engineering*
- o **GPA:** 3.83/4.00, *Dean's List*

EXPERIENCE

Thought Codes   **Alexandria,Virginia**
Software Development Engineering Intern   *May 2023 – Aug 2023*

- Researched and evaluated various stock-related APIs to meet business needs, gaining practical experience in API exploration and integration. Authored a detailed report on the most suitable API, including a step-by-step integration guide.

Physics Supplemental Instructor   **California, Pennsylvania**
                                                                                                                                      August 2024-Present
- Lead peer-assisted study sessions to enhance students' understanding of core concepts and problem-solving techniques. Effectively managed sessions with patience and adaptability, accommodating individual learning style

Student Tutor   **California, Pennsylvania**
                                                                                                                                      March 2023-Present
- Developed a deep understanding of calculus, engineering and programming to tutor students, simplifying complex concepts and offering personalized problem-solving strategies.

PROJECTS

Small Scale Elevator   **California,Pennsylvania**
Team Member   *January 2024-May 2024*
- Designed and built the structure of a fully functional 4-story elevator using 3D printing technology.
- Assembled the elevator structure and integrated electronic components through soldering.
- Developed and implemented code for elevator operation, performing comprehensive testing and assessments

PYGAME based Snake game   **California,Pennsylvania**
personal project   *January 2024-May 2024*
- Learned the fundamentals of Pygame to develop a custom Snake game.
- Coded the entire game, addressing bugs and testing throughout the development process.
- Presented the game to the public for feedback and finalized it as an executable file for easy access.

Autonomous Maze solver   **California,Pennsylvania**
Personal project   *January 2024-May 2024*
- Researched and implemented the left wall algorithm to solve maze challenges.
- Designed and constructed a robot to specifications, conducting various tests to account for real-world factors like friction and drift.
- Successfully developed a system that solves any maze using the designed algorithm.

Remote Light Switch   **California,Pennsylvania**
Personal project   *August 2024-Present*
- Designed and implemented an automatic light switch using a servo motor.
- Conducted research on IR (infrared) remote and receiver technology and integrated it into the project, allowing the light switch to be controlled remotely.

SKILLS

Programming: C, C++,Python,HTML/CSS.
Tools: Arduino:Mega, Uno, Nano, Siemens, Allen Bradly, Git, Inverter , AutoCAD ,Fusion.