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# OME ASRAF

## Software Engineer

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An aspiring Software Engineer dedicated to improving skills through hands-on learning and development experience. Proficient in mobile and desktop development environments. Skillful at writing code in Java, Python, C#, C++, and other programming languages and can produce clean code. Well-organized and collaborative team player with solid communication and problem-solving ability.

### SKILLS

<b>Languages</b>	C#, C++, Dart, HTML & CSS, Java, JavaScript, Python, SQL, Swift, XML
<b>Frameworks</b>	Flask, Django, Maven, Flutter, Bootstrap, React, Node.js, JSON, Spring Boot, Matplotlib, JUnit
<b>Softwares</b>	Linux OS, Windows OS, VSCode, IntelliJ, Git, Github, XCode, Visual Studio, SSH

### WORK EXPERIENCE

<b>3M</b> <i>Full-stack Software Developer Intern</i>	<b>Saint Paul, MN</b> 05/2022 - Present
<ul style="list-style-type: none"><li>Designed and developed a full-stack web application for managing logs</li><li>Wrote maintainable and extensible code in a team environment</li><li>Wrote backend microservice with Java and Spring Boot using Object-oriented methodology</li><li>Wrote frontend using Typescript and Angular</li><li>Worked effectively with design team to ensure software solutions elevated the client-side experience</li><li>Communicated well with team members to understand the requirements and implemented those requirements</li><li>Created application and ui testing to test application before release</li></ul>	

### TECHNICAL EXPERIENCE

<b>Artona</b> <ul style="list-style-type: none"><li>Deployed an iOS Safari Extension</li><li>Debugged websites to add customization features</li><li>Prototyped and designed the app using XCode and SwiftUI</li><li>Implemented multiple features to make the app Web-enabled</li><li>Technologies Used: Swift, SwiftUI, XCode</li></ul>	<b>09/2021 — Present</b>
<b>FacialRecognition</b> <ul style="list-style-type: none"><li>Allows users to identify any recognized faces from a given dataset quickly</li><li>Integrated OpenCV modules to let users effortlessly generate datasets</li><li>Incorporated offline storage and automatic data caching</li><li>Implemented an intuitive GUI using Tkinter</li><li>Technologies Used: Python, OpenCV, Face Recognition, Tkinter, OS, Threading</li></ul>	<b>06/2021 — Present</b>
<b>Connect4 Game</b> <ul style="list-style-type: none"><li>Designed and developed an intuitive user interface</li><li>Prioritized an Object-Oriented approach</li><li>Engineered a RESTful backend server that keeps track of the current game progression in real-time</li><li>Technologies Used: Java 15, JavaFX, Spring Boot, Scene Builder</li></ul>	<b>01/2021 — 04/2021</b>

### EDUCATION

<b>Bachelor of Science in Computer Science</b> , <i>New York City College of Technology</i> Brooklyn, NY	<b>08/2018 — Present</b>
<ul style="list-style-type: none"><li><b>Relevant Coursework:</b> Data Structures, Discrete Structures and Algorithms I, Object-Oriented Systems Analysis and Design, Object Oriented Programming in Java, Software Development and the .NET Framework, Web Programming, Database, XML Data Representation, App Development with Database, C++ Programming, Operating Systems Fundamentals</li><li><b>GPA:</b> 3.5/4.0</li></ul>	

### CERTIFICATIONS

AWS Security Fundamentals	<b>05/2022</b>
Learn AWS by Doing	<b>05/2022</b>

### INTERESTS

- Knowledge:** Machine Learning, Artificial Intelligence, Augmented Reality, Full Stack Development, Backend Development
- Activities:** Hiking, Camping, Travelling, Country & Pop music, Concerts, Sports, Movies and TV Shows