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Ome Asraf

Software Engineer Intern

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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 using Java, Python, C++, and other programming languages and can produce clean code. Well-organized and collaborative team player with solid communication and problem-solving ability.

SKILLS

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

TECHNICAL EXPERIENCE

AutoRentalSystem

01/2021 — 05/2021

- Designed and incorporated an intuitive UI.
- Integrated the Agile software development approach to create a desktop application that can manage auto rental and inventory.
- Programmed Microsoft SQL Database to store and retrieve rental data.
- Applied object-oriented programming concepts to improve program readability and functionality.
- Designed detailed relational database using Entity Relational Diagram.
- Utilized: C#, .NET, Microsoft SQL, Visual Studio

Connect4 Game

01/2021 — 04/2021

- Designed and developed an intuitive user interface.
- Prioritized an Object-Oriented approach.
- Engineered a RESTful backend server that keeps track of the current game progression in real time.
- Utilized: Java 15, JavaFX, Spring Boot, Scene Builder.

FacialRecognition

06/2021 — Present

- Allows users to identify any recognized faces from a given dataset quickly.
- Integrated OpenCV modules to let users effortlessly generate datasets.
- Incorporated offline storage and automatic data caching.
- Implemented an intuitive GUI using Tkinter.
- Utilized: Python, OpenCV, Face Recognition, Tkinter, OS, Threading.

Artona

09/2021 — Present

- Deployed an iOS Safari Extension.
- Debugged websites to add customization features.
- Prototyped and designed the app using XCode and SwiftUI.
- Implemented multiple features to make the app Web-enabled.
- Utilized: Swift, SwiftUI, XCode.

EDUCATION

Bachelor of Science in Computer Science, *New York City College of Technology*
Brooklyn, NY

08/2018 — Present

- **Relevant Coursework**: 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
- **GPA**: 3.5/4.0

CERTIFICATIONS

Information Security Basics (AWR173)

05/2020

INTERESTS

- **Knowledge**: Machine Learning, Artificial Intelligence, Augmented Reality, Game Development
- **Activities**: Hiking, Travelling, Exploring the city, Country & Pop music, Sports, Movies and Concerts