(863) 599-2993 | omeasraf@gmail.com | www.omeasraf.com | github.com/omeasraf | The Bronx, NY 10472

Education

NEW YORK CITY COLLEGE OF TECHNOLOGY BROOKLYN, NY

Bachelor of Science (B.S.) Computer Science (Expected graduation Aug 2022)

- GPA: 3.5
- Relevant Coursework: Data Structures, Object Oriented Programming, Software Development using C# and .NET framework, Web Programming, Database, XML Data Representation, App Development with Database, C++ Programming
- School Projects:
 - Lead a team of 5 computer science students to develop a new car price logging application written using Java, JavaFX and Derby
 - O Built a media player to play most video formats using C++ and QT Framework

Projects

For additional information and other projects please visit www.omeasraf.com

FacialRecognition

07 - 2021

- An app written with Python 3.9 using Tkinter, OpenCV and Face Recognition Modules
- Allows users to easily identify any recognized faces from a given dataset
- Integrated OpenCV modules to let users effortlessly generate datasets
- Incorporated offline storage and automatic data caching
- Implemented an intuitive GUI using Tkinter
- <u>Utilized</u>: Python, OpenCV, Face Recognition, Tkinter, OS, Threading

AutoRental 01 - 2021

- An auto rental windows application written using C# & .NET technologies.
 - Incorporated Microsoft SQL Database to store and retrieve data
 - Implemented multiple GUI that can be used to manipulate data
 - <u>Utilized</u>: C#, .NET, Microsoft SQL

Lime

08 - 2021

- A food recipe sharing social networking app written with Swift using SwiftUI and Firebase
- Implemented Firebase authentication to authenticate the user and Firestore to store images and new posts
- Incorporated offline storage using Core Data to store user preferences and saved posts
- <u>Utilized</u>: Swift, SwiftUI, Core Data, Firebase

Connect4

1 - 2021

- A Simple Connect4 Game made with JavaFX and SpringBoot using the Java programming language
- Designed RESTful backend server that checks for winners
- Utilized: Java 15, JavaFX, SpringBoot, Scene Builder

Muse

08 - 2021

- Designed and implemented a social media RESTful backend server platform
 - · Integrated online storage using MongoDB, and added the ability to expand based on demand
 - Added the ability for anyone to securely create and login into an account
 - · Implemented users' ability to create new posts, upload images and add other users as friends
 - <u>Utilized</u>: NodeJS, ExpressJS, MongoDB, JsonWebToken, bcrypt

Languages

• Python, Java, Swift, C++, Dart, SQL, JavaScript, NodeJS, HTML & CSS

Tech Stack

 Maven, Spring Framework, NumPy, Matplotlib, Visual Studio Code, Intellij, Linux, Windows, Git, Docker, Github

Certifications

Information Security Basics (AWR173)