

# Ome Asraf

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## 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
- **School Projects:**
  - Lead a team of 5 computer science students to develop a new car price logging application written using Java, JavaFX and Derby
  - 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](http://www.omeasraf.com)

### 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
- Utilized: Swift, SwiftUI, Core Data, Firebase

### 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
- Utilized: Python, OpenCV, Face Recognition, Tkinter, OS, Threading

### SwiftWidgets

04 - 2021

- Developed a Swift Package module using Swift and SwiftUI that allows users to write GUI code more easily without needing to worry about designing or writing a lot of repetitive code
- Incorporated local data storage to cache network images
- Ported over Flutter widgets to work with SwiftUI
- Utilized: Swift, SwiftUI, URLSession, Swift Package Manager (SPM)

### Connect4

01 - 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
- Utilized: NodeJS, ExpressJS, MongoDB, JsonWebToken, bcrypt

## Languages

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

## Tech Stack

- JavaFX, Git, Github, Visual Studio Code, IntelliJ, SwiftUI, Flutter, QT, SpringBoot, Numpy, OpenCV, Docker

## Certifications

- Information Security Basics (AWR173)