Omar Siddiqui

Rutherford, NJ | 2004.osid54@gmail.com | github.com/osid54

Hello, I'm Omar Siddiqui, a passionate Computer Science and Applied Mathematics double major at NJIT, graduating in May 2026. I'm driven by the challenge of building impactful software and data solutions that solve real-world problems.

I thrive in collaborative environments where I can contribute to building robust systems and thoughtful user experiences. I worked as a frontend engineer on a team of 7 to deploy the MVP of *Mediline* (mediline-njit.com), a healthcare portal for patients, doctors, and pharmacists. It provided services to allow for management of user information, relationships between users, appointments, prescriptions, invoices, and discussion forums, all for the purpose of streamlining healthcare communication and administration. I led the design of reusable React components in role-based dashboards stylized using a SASS workflow, integrated Flask APIs using Axios and React Query for effective and seamless data retrieval, and implemented real-time chat functionality via WebSockets. The application deployed using Azure for the frontend and Google Cloud for the backend.

Additionally, I served as a backend and later fullstack engineer on a team of 2 for the development of Stardewdle (stardewdle.com), a Wordle-inspired game based on the hit game Stardew Valley built on AWS. The backend was fully serverless, built with Node.js running on AWS Lambda functions, complemented by API Gateways, S3 buckets, and a DynamoDB table. The data used in the backend was scrapped from the Stardew Valley public wiki using Python scripts with BeautifulSoup. The frontend was made using React and Tailwind CSS and deployed through AWS Amplify.

Independently, I developed Sakila Films, a full-stack movie rental management system using React, Flask, and MySQL. The app includes full CRUD functionality, dynamic inventory tracking, and optimized database queries. I've also tackled lower-level challenges through projects like an SPL language interpreter in C++ and a 15 Puzzle Solver using the A* algorithm in C, showcasing my adaptability across domains and languages.

Outside of development, I work as a math and computer science tutor at MenteeGo Education, where I build adaptive learning plans and help students master difficult concepts. Teaching has sharpened my communication, time management, and mentoring skills, all essential qualities I bring to any development team. I'm also an active member of the International Game Developers Association at NJIT, in which I tackle game development challenges that hone my rapid prototyping and teamwork abilities.

I'm eager to contribute to innovative teams working on meaningful projects, particularly in software development, cloud engineering, and full-stack web applications. Let's build something impactful.