OMAR ZEINEDDINE

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EDUCATION

University of Virginia, Charlottesville, VA
Bachelor of Arts in Computer Science | Minor in Data Science | GPA: 3.83   *August 2021 - May 2025*
- Relevant Coursework: Data Science Systems, Artificial Intelligence, Advanced Software Development

EXPERIENCE

Sitscape Inc, Remote
Software Engineering Intern Lead   *June 2024 - August 2024*
- Empowered 20+ app developers to accelerate full-stack application development by utilizing genUI with Python and Langchain
- Ensured on-time project completion and high-quality output by managing a team of interns through the entire summer
- Developed an interactive link graph chart tool using D3.js, enabling users to visualize and analyze various data effectively
- Enhanced application accessibility and user experience by implementing responsive web components using Tailwind

Sitscape Inc, Remote
Software Engineering Intern   *June 2023 - August 2023*
- Optimized keyword search speed by more than 70% on document databases using an Opensearch cluster and RESTful API
- Enhanced search functionality for 150+ users by implementing semantic search on document databases utilizing Opensearch
- Developed an AI document question-and-answering chatbot program with Langchain, FAISS and Python, allowing users to upload files and ask questions about their documents with a locally hosted LLM

University of Virginia Department of Computer Science, Charlottesville, VA
Teaching Assistant   *January 2023 - Present*
- Provide support for CS 3140 (Software Development Essentials) and CS 2130 (Computer Systems and Organizations) to 500+ students overall through weekly office hours and code-reviews for programming assignments in Java and C
- Collaborate with both professors and other TAs to effectively create, distribute, and grade homework, study materials, and exams

PROJECTS

Vlogit | Swift, SwiftUI, Firebase, Cloudflare S3   *July 2025 – Present*
- Developing iOS social video app with MVVM architecture and Firebase authentication system
- Designed multi-timezone coordination system with Firestore data models for daily group selections and user eligibility windows
- Implemented Firebase Cloud Functions with TypeScript for automated scheduling and real-time database synchronization
- Architected video storage pipeline with Cloudflare S3 integration for scalable content delivery and native iOS camera framework

Hoos Reviews | Python, Django, **Bootstrap, Heroku**   *August 2023 – January 2024*
- Developed a full-stack web application to review places using Python, Django, Bootstrap, and deployed with Heroku
- Integrated Google Maps API to enable location-based reviews, while storing the data with PostgreSQL
- Enhanced user authentication and profile management by implementing Google OAuth, ensuring secure and seamless login

SKILLS

- Languages: Python, HTML/CSS, JavaScript, Typescript, Swift, PHP
- Tools/Frameworks: Firebase, SwiftUI, Tailwind, Django, Bootstrap

ACTIVITIES

Vlogit, Richmond, VA
CEO & Co-Founder   *August 2025 - Present*
- Lead cross-functional team of 6+ including engineers, designers, and marketing in developing iOS social video platform
- Manage product roadmap and technical architecture decisions to scale to large userbases
- Delegate development tasks and coordinate technical deliverables while maintaining hands-on development of core iOS and backend infrastructure

Lebanese Club, Charlottesville, VA
President   *August 2023 - January 2024*
- Effectively led and managed all aspects of the Lebanese Club, including event planning, budgeting, and team coordination
- Enhanced club engagement and recognition on campus by welcoming 100+ individuals from different backgrounds
- Optimized budget utilization and secured club funding to ensure the club's long-term sustainability and growth

Interests
- iOS App Development, Hiking, Rock Climbing, Basketball, Traveling, Pickleball,