REMAN O. ALAMOUDI

Software Engineer/ Front end Developer/UXUI

Jeddah, i.remanamoudi@gmail.com, 0565564452

https://github.com/r-omar71

SUMMARY

Junior Software Engineering student with a strong focus on front-end development and UX/UI design, maintaining a 4.98/5.0 GPA throughout academic studies. Experienced in designing user-centered interfaces and translating design concepts into functional applications using modern development tools. Contributed to academic and personal projects covering the full application lifecycle, from requirements analysis and interface design to implementation and testing. Demonstrates strong problem-solving skills, attention to usability, and effective collaboration within team-based environments.

EDUCATION   **2022–2027**

Bachelor's Degree in Software Engineering

University of Jeddah

EXPERIENCE / PROJECTS

Atelier — Full-Stack Web Application
- Implemented frontend and backend features using modern web technologies, applied the software development lifecycle, and delivered functional web components.

SeedSync — UX/UI Design Project
- Conducted user research, created task flows, wireframes, and high-fidelity prototypes using Figma, ensuring a user-centered design process.

Requirements Engineering Report
- Developed Software Requirements Specification (SRS) documents, performed stakeholder analysis, and validated functional and non-functional requirements.

Project Management Report
- Applied project planning, scheduling, and risk identification techniques; coordinated team tasks and milestones to ensure structured project execution.

CERTIFICATES & PROFESSIONAL DEVELOPMENT

- UX/UI Design: User Interface & Experience – Hash Plus (04/2025 – Present)
- Getting Started with Git and GitHub – Coursera (12/2024 – Present)
- Project Management Using Agile – Monshaat (12/2025 – Present)

SKILLS

Technical skills:

Proficient in Java, C++, JavaScript, HTML, and CSS, with basic familiarity in Flutter. Experienced in web development, front-end implementation, and UX/UI design including user research, task flows, wireframes, and high-fidelity prototypes using Figma. Skilled in requirements engineering and the software development lifecycle, including specification, design, development, testing, and validation. Knowledgeable in software modeling (use case, activity, class, state, deployment diagrams) and preparing Architecturally Significant Requirements (ASRs).

Soft skills:

Communication,Leadership, Time Management, Critical Thinking, Problem Solving, Adaptability, Emotional Intelligence, Decision Making, Collaboration, Conflict Resolution, Teamwork

LANGUAGES

- **Arabic (Native)**
- **English (Fluent)**