Raed Ali

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Education

The University of Texas at Arlington

Arlington, TX

Jun 2018-Aug 2024

Bachelor of Science, Computer Science

• GPA: 3.57/4.0

Skills

Programming Languages: Python, Java, C/C++, C #, JavaScript, TypeScript, HTML/CSS, ARM Assembly **Frameworks & Tools:** SpringBoot, Angular, Virtual Box, Web Sockets, OpenAI, Rest APIs, Selenium, Flask **Development Tools:** Visual Studio, Eclipse, SQL, SQLite, Postman, Wireshark, GCC/GDB, Agile Methodology,

Maven, Git, Firebase, Debug, JUnit, pgAdmin, Docker

Operating Systems: Windows, Linux, Unix

Projects

Facebook Honeypot (Python, Selenium, LLMs, Firebase, HTML, JavaScript, CSS, FLASK, Git)

- Helped Combat the scammer problem on Facebook by coordinating with a team to make an automated Facebook account to be a HoneyPot for scammers
- Designed an automated Facebook account to replicate the actions that any normal user would perform by using the Selenium Python library/tool to make posts, reply to any direct messages, and friend requests
- Coded the backend to store the chatlogs by web scraping each page for the direct messages that occur and saving these messages on a text file corresponding to each account
- Modified Openai to act like a vulnerable widow using prompt engineering and some machine learning on chatlogs of how scammers interact with the elderly
- Utilized Openai to detect scammers by parsing the chatlogs into Openai and using prompt engineering to make Openai judge if that person is a scammer, but also to generate an appropriate response
- Collaborated with my team to display the scammers detected through my code on our website by using Github for collaboration and version control, Firebase for storing the detected scammers, and JavaScript to fetch this list of scammers.

Company Management (Java, Springboot, Angular, HTML, CSS, TypeScript, Javascript, SQL, REST APIs, Git)

- Collaborated with a team to make a full stack web app to manage companies using angular for the front end and spring for the backend using Agile principles
- Implemented RestFul endpoints to retrieve, post, and update data associated with each user using Springboot
- Designed the UI elements of the navigation bar and the login and teams management pages by using HTML, CSS, TypeScript, Angular Directives, and REST API calls to the endpoints to our spring back end
- Secured the web app by integrating a user authentication system to differentiate between admins and normal users, but also forbidding access to features only admins may access to normal users

Who's Who? (Angular, HTML, CSS, TypeScript, Javascript, Git)

- Collaborated with my partner to make a music guessing game by using Angular to make a front-end web application
- Utilized the Spotify API for the song and artist information for each question
- Compensated for the removal of the preview URLs feature from the Spotify API, by implementing my own solution to listen to each track. Instead by displaying an embedded view of each song and using CSS to blur the song name and artist

Designed the UI elements on the game screen by using HTML, CSS, TypeScript, and Angular Directives

The Tomorrow Project (C#, Unity, HTML, CSS)

- Developed a boxing game through the use of C# and Unity. And hosted the game on my custom website
- Implemented the game mechanics through the C# scripts which contain the logic for the boxing mechanics
- Visualized the boxing experience by creating the sprites for the game assets and animations with those assets using Unity and additional scripts if needed
- Improved user clarity by designing the UI to display the statistics of the game and of both boxers

Phonebook (Python, SOLite, Docker, REST APIs)

- Improved the security of a phonebook program that originally had many vulnerabilities by validating user input with regular expressions and proper security practices
- Tested the endpoints of this restful app running in a docker container by using unit tests I designed to test for vulnerabilities
- Secured the program by adding username/password authentication system using bcrypt and storing the encrypted passwords for each user on a database
- Developed logging functionality to ensure accountability and non-repudiation of each user by logging each endpoint they call and the time/date of when they login/logout
- Maintained the system by fixing any vulnerabilities discovered from the unit tests

Memory Allocator (C, Docker)

- Recreated the functionality of the malloc() function (malloc is a function used to dynamically allocate a block of memory on a system in C) by using pointers, linked lists, and functions I made to manage and keep track of the blocks of memory
- Evaluated various sorting algorithms by writing 4 different variants of malloc() using each sorting algorithm and using unit tests to measure the performance of each
- Created a secure sandbox to isolate applications and system processes by utilizing a Docker container to make an environment to run the code

Experience

Tutor Arlington, TX

UTA Academic Success Center

Aug 2022-May 2023

- Strengthened students' understanding of foundational programming concepts and more intermediate skills like data structures and algorithms by working out assignments with other undergraduate students in their courses utilizing C
- Demonstrated how to properly research information related to the coding assignment to help students become more independent learners by showing them good resources to help them with their assignments
- Taught students useful ways to systematically debug and understand their code by showing them how I debug their code with the GDB debugger or with the VS debugger

Certifications

FastTrack Full-Stack Software Development Training Program

Cook Systems OCT 2024-Dec 2024

- Learned Spring, Angular, and TypeScript, while also refining my skills in Java, Javascript, Git, HTML, and CSS by working on
 weekly projects to implement what was taught in the course
- Strengthened my skills to work with others by collaborating on group projects using Spring Boot and Angular with small deadlines
- Concluded course by developing a full-stack web application with a team in a limited time using both Spring Boot and Angular