Atlanta GA

(404) 503-5261

Expected graduation date: May 2026

OBJECTIVE:

Seeking organizationally impactful SWE internship positions

EDUCATION: (Bachelor of Science - Software Engineering)

Kennesaw State University, Kennesaw/Marietta GA

- First Generation Coca-Cola Scholarship Recipient
- Zell Miller Scholarship Recipient
- Dean's List Fall 2023
- President's List Spring 2023
- President's List Spring 2024

SKILLS:

- Program Languages: Java, C#, C, R, SQL, HTML, CSS, PHP, JavaFX (GUI design), JavaScript (basic knowledge)
- **Development**: Agile and Scrum
- Cloud: Microsoft Azure Experience
- Tools: Power BI, SharePoint, Excel, Word, Visio, sqlite, IntelliJ, Visual Studio, RStudio, Rider, GitKraken, Mermaid.js, Markdown
- **Software Skills:** Unit Testing (playwright), Git/Source Control, Software Requirements Engineering (understanding of business analyst, development, maintenance, and software improvement/best practices), database systems, data structures, computer organization and architecture, software testing and quality assurance.
- Languages: Fluent in English and Arabic
- Teamwork: Passionate about building a innovative culture that leads to satisfied customers and quality products

INDUSTRY EXPERIENCE

The Carter Center - IT Intern August '24 - Present

- Led the Azure tagging and billing cleanup operation by leveraging the latest Azure technologies and Azure Functions. I
 collaborated closely with my supervisor and guided my team in accurately tagging resources within the Azure environment.
 Subsequently, I generated reports on resource usage in Power BI and identified opportunities for optimization to help reduce
 budget costs. Creating the final report in Microsoft Word in a presentable way to non-technical readers.
- Addressed the issue of scattered and poorly documented resources within the data science teams. This lack of documentation
 was creating challenges for future employees needing training. My role involved systematically documenting all relevant
 resources and providing clear instructions on how to use them, ensuring that new team members could easily access and utilize
 these assets.

Projects

- Computer Organization and Architecture Project Checkers Game (Language: C): Github Link
 - Utilized the C programming language for low-level data handling. Developed a two-player checkers game in C using bitwise operations to manage game state and board representation. Implemented core functionalities including piece movement, capture mechanics, and king promotion, ensuring legal moves and game rules are enforced. Designed a user-friendly interface for input and board visualization, enhancing gameplay experience. Utilized efficient data structures to track player pieces and implemented win conditions to determine game outcomes.
- To-Do List Application (HTML, CSS, JavaScript): GitHub Link
 - Full stack application, frontend in HTML and CSS, backend in Javascript, all coded in MS visual studio.
 - Features include adding sentences to a list with the option to toggle their visibility. You can leave the website and return later to view the saved sentences. Once an objective is complete, you can remove sentences with an animation that crosses them out.
- Binary Search Implementation (Java): GitHub Link
 - Backend code to a Binary Search application
 - Performs binary searches through sample data that includes a string array of fruits, and an integer array of numbers.
 Includes a PrintSearches class that is designed to test and report the results of binary searches performed on a sorted array. It compares the results of these searches with expected outcomes and prints whether each search has passed or failed.

Honors and ExtraCurricular