

Ramez Al-Rabadi

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EDUCATION

Ohio University

Athens, Ohio

Bachelor of Science in Computer Science

August 2021

- **GPA:** 3.53/4.0
- **Relevant Coursework:** Data Structures, Organization of Programming Languages, Design & Analysis of Algorithms, Software Engineering Tools & Practices, Software Design & Development I & II, Formal Languages and Compilers, Operating Systems, Computer Organization, Calculus I & II, Linear Algebra

WORK EXPERIENCE

Goodwill Industries

Westerville, Ohio

Donation Attendant

August 2016 - May 2017

- Designed a mobile application in React Native that maintained an array of accurate donation records of total donors on a daily and weekly basis, stored in a MongoDB database.
- Demonstrated consistent positive behavior with all internal and external customers and professionally communicated donation policies and procedures.
- Maintained a safe working environment by being aware of company safety policies and procedures.

PROJECTS

Self-guided College Tour System

August 2020 - April 2021

- Developed an Android application in Java and Kotlin that incorporates text, voice, and location awareness to help families take a self-guided tour of Stocker Center at Ohio University.
- Performed all major phases of the software engineering lifecycle, including system engineering, requirements analysis, design, implementation, and testing.
- Collaborated with 3 team members in an Agile/Scrum environment, implementing core features such as map routing through the GraphHopper Directions API and content delivery through JSON and the YouTube API.

Real-Time Team Collaboration App

May 2021 - June 2021

- Implemented a responsive web application in React and NodeJS designed for team collaboration, featuring direct messaging, group messaging, chat channels, GIF support, and a search function.
- Employed the Stream API for a scalable chat infrastructure and Twilio for SMS notifications, allowing the user to receive an alert that they've received a message when offline.
- Improved performance in scalability through the use of client-server architecture, where the client requests a resource and the server responds to the request from the client.

Housing Price Predictor

June 2021 - July 2021

- Built a Machine Learning prototype for predicting house prices in the state of Ohio using Python.
- Scraped data from an Ohio census and performed various data analysis techniques, such as Linear Regression, with corresponding Python Libraries for further accuracy.
- Modeled the data by employing diverse data visualization methods, such as heatmaps, scatter plots, and distribution plots.

Othello Game

July 2020 - August 2020

- Constructed an Othello game in C++ where the user plays against an opponent with Artificial Intelligence.
- Applied Object Oriented Programming concepts and Alpha-beta pruning in the design of the AI.

SKILLS & LANGUAGES

- **Programming Languages:** C#/C++, Java, Kotlin, Python, Swift, Rust, HTML/CSS, JavaScript, SQL
- **Frameworks & Tools:** NodeJS, React, Vue, Angular, Bootstrap, Git, Firebase, Heroku, MongoDB, AWS
- **Spoken Languages:** English and Arabic.
- Experienced with Agile/Scrum, Object Oriented Programming, MVC, User Stories, and Automated Testing.