Rojin Osman

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EDUCATION

San Diego State University
Bachelor of Science in Computer Engineering ***Expected Graduation: May 2026***
Relevant Coursework: Circuit Analysis 1 & 2, Data Structures, Digital Systems, Computer Organization, Linear Algebra, Discrete Math, Microprocessors, Database and Web Programming, Signals and Systems, Digital Circuits, Embedded System Programming

EMPLOYMENT

Team Mazda El Cajon - BDC Team Lead / Reception & Administrative Coordinator ***May 2023 - Present***

- Managed a team of 2–10 BDC agents; recruited, trained, coached, and evaluated performance.
- Oversee dealership inventory reporting, including submitting sold vehicle data to the manufacturer to ensure compliance and accurate tracking.
- Develop and manage digital advertising campaigns and promotional initiatives to drive inbound customer leads.
- Design and deploy HTML-based email marketing campaigns to generate leads, improve engagement, and support sales promotions.
- Prepared purchase orders, processed payments, and maintained accounting records for dealership operations.
- Elevated from Reception → BDC Agent → Team Lead → Expanded Operations & Marketing role within one year due to performance and leadership impact.

PROJECTS

Waymark — Collaborative Trip Planner (team of 5) ***January 2025 - May 2025***

- Built a web platform for shared travel itineraries with budgeting, including user profiles, trip creation/editing, destination recommendations with ratings/reviews, and real-time collaboration across frontend (TypeScript/React) and backend (Python).
- Contributed 188 commits (~37% of total project activity) as one of the top contributors in a 5-person development team.
- Led implementation of UI/UX features, color mapping, and trip management tools, with multiple end-to-end code integrations.
- Active throughout the project lifecycle, from initial prototypes to final production-ready commits.
  Demonstrated version control expertise, managing branches, merges, and feature integration in a 500+ commit repository.

FM King Inc ***October 2025 - Present***

- Designed and built fmkinginc.com, a responsive marketing site for a licensed construction contractor, highlighting services, trust badges, and clear calls-to-action for quotes and consultations.
- Created a before-and-after project portfolio to showcase completed remodels and renovations, improving visual storytelling and credibility for prospective customers.
- Developed a lead-capture contact form that collects name, email, phone, project type, and project details, streamlining incoming project inquiries and quote requests for the business owner.

Mazda Oil Changes Website ***June 2025 - Present***

- Led a team of 5 developers in designing and building a full-stack customer portal for an auto dealership, featuring lifetime oil change promotions, subscription service plans, personalized dashboards, and service tracking by mileage and date.
- Built a scalable, responsive web platform with customer dashboards, lifetime oil-change tracking, and subscription service management.

Piano Simulator (MIPS Assembly & Graphics) ***April 2025 - May 2025***

- Developed a 900+ line MIPS Assembly piano simulator using MIPS assembly and a 32×32 pixel bitmap display. Supported key presses to trigger sound via syscalls and dynamically highlight pressed keys—demonstrating graphics programming, low-level input handling, and sound synthesis
- Integrated sound synthesis via system calls, producing accurate pitch, duration, and instrument variations.
- Engineered low-level graphics rendering to dynamically color pressed keys, with visual reset loops for realistic key behavior.
  Applied modularized function design (e.g., handling flats, naturals, resets) to streamline input processing and debugging.
- Demonstrated strong understanding of computer architecture, input handling, and low-level I/O, bridging sound, graphics, and assembly logic.

ROLL AND RISE: The Serpentine Challenge (Game Development) ***January 2025 - May 2025***

- Designed a Snakes-and-Ladders-style game in MIPS assembly and C. Features include snakes, ladders, chance cards, dice rolls (including zero outcomes), a moving "ghost" player, and a bitmap display. Engineered efficient low-level input handling for interactive gameplay, integrating graphics and system calls.
- Demonstrated strong problem-solving by bridging game logic, graphics rendering, and assembly-level performance optimization.

SKILLS

Technical: Full-stack web development, C, C++, Python, CSS, Tailwind CSS, React, React Native, Expo, JavaScript, HTML, Docker, SQL, MySQL, PostgreSQL, VS Code, WebStorm, Soldering, Git, Github, Figma, ShadCn, JWT authentication, MIPS Assembly, Vivado, FPGAs, data structures, circuit analysis, data analysis, order management, Autodesk, AutoCAD Revit, AutoCAD Inventor, Solidworks, surveying, math, physics, Excel, Word, PowerPoint, Gantt Charting, Data Tracking & Reporting, Email Marketing (HTML)