

Saad Mohammed Anis

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Education

B.S. in Computer Science

September 2017 – expected May 2022

Qatar University, Doha, Qatar

- Current GPA 3.81
- Dean's List
- Vice President's List

Experience

IT Audio/Visuals Assistant

September 2018 – May 2019

Qatar University, Doha, Qatar

- Assisted in setting up classroom AV systems and served as tech support for university seminars.

Projects

Conference Management System (Java & Visual Paradigm)

The system allows users to create conferences, join conferences, submit papers, review submitted papers, and make reservations.

Desktop/Android Games Development (Unity, C#)

- Alienation: A 2D platformer shooter game on Desktop.
- Space Shooter: A 2D top-down space shooter game on Desktop.
- Obstacle Course: A 3D fast-paced obstacle course game for both Android and Desktop.

Sales Order System (Java)

The system allows managers, officers, and storekeepers to separately manage supplies orders using an interactive GUI implementation in Java.

HR Management System (Java & SQL)

The system allows the HR department to manage employees in the system. It allows adding and removing employees, updating their information, meanwhile keeping a log of all changes in a separate table. The system is presented using Java as front end and SQL as back end.

COVID Patients Management System (HTML, CSS, JS, Node)

The system allows admins to manage patients in their assigned countries, view detailed and customizable reports, and update statuses.

Dynamic Host Configuration Protocol (Java)

A mock-up of a real DHCP server that clients can connect to and dynamically get assigned an IP address or an APIPA.

Doha Metro System (Arena Simulation)

A detailed working model that simulates the Doha Metro train line, the station, and the additional bus service.

Two Building Network Design (Packet Tracer)

A working model of a network between two buildings in a WAN, with each building having properly subnetted LANs for different sections.

UC Berkeley Pac-Man AI Projects (Python)

Several search techniques are used to solve Pac-Man games – Depth-First Search, Breadth-First Search, Uniform Cost Search, Greedy Search, A* Search, Mini-Max, Alpha-Beta Pruning, and Expectimax.

iOS Application Development (Swift, SwiftUI)

- TCACConcept: Concept for a checklist app for iOS.
- 100DaysOfSwiftUI: Completed a 100-day course on SwiftUI.

Skills

Programming Languages and Technologies

Java
Python
Swift
JavaScript
NodeJS
C++
C#
C
HTML
CSS
SQL
MySQL
Packet Tracer
Arena Simulation