**Shahd Mustafa**

Dearborn Heights,Mi • shahdmu@umich.edu • 313-320-5163 • [Linkedin](https://www.linkedin.com/in/shahd-mustafa-194894252/) • [GitHub](https://github.com/shahdmu34)

**Objective**

Seeking an internship/job in software engineering where I can apply my strong technical skills, passion for innovation, and coursework knowledge in data structures, algorithms, and software development. I am committed to contributing to developing cutting-edge software solutions while enhancing my programming abilities in a dynamic and collaborative team environment.

**Education**

**UNIVERSITY of MICHIGAN** Dearborn, Mi

Bachelor of science in software engineering Winter 2024

Relevant Coursework: Data Structures and Algorithms, Operating Systems, Database Management Systems, Discrete Structures and Computer Networks and Distributed Processing.

**Experience**

**University of Michigan** Dearborn, Mi

**Research Assistant**  Sep 2022 - Feb 2023

**Recommending Web Services Based on the Quality of Information via Comparison Testing**

* Developed a word embedding program in Python to assess the quality of web services based on a given input.
* Contributed to the development of a program that compared and determined the best-performing API among three options.

**Skills**

**Software Tools:** Katolon, Git/GitHub, Atom, Enterprise Architect, Jenkins, WireShark, Android studio, oracle SQL developer, Azure, Microsoft Office

**Languages:** C++/C, Java, Python, Html**/**CSS, JavaScript, Kotlin, SQL

**Personal Projects**

**Gardening Pixel Game Development** May 2023 - Present

* Designing the layout and characters using tiles for a gardening-themed pixel game.
* Writing Python code to implement the game's functionality and mechanics. Incorporating interactive features such as planting, watering, and harvesting plants in the game.

[**Personal Website**](https://shahdmu34.github.io/ShahdMustafa--personalsite/) Spring 2023

* Designed and developed personal websites using HTML/CSS. Showcased projects, resume, and contact information

**Academic Projects**

**Read and Review Mobile App** Winter 2023

* Developed with a partner, an Android mobile app that allows users to search and review books by integrating the Google Book API using Kotlin and Android Studio.

[**Reliability and Availability Calculator**](https://shahdmu34.github.io/Reliablity-and-Availability-Calculator-site/) Winter 2023

* Collaborated within a team of 4, to build a Reliability and Availability calculator site that serves as a valuable resource for users seeking to calculate essential metrics such as Mean Time to Failure (MTTF), Mean Time to Repair (MTTR), as well as reliability and availability. Using HTML, CSS, and JavaScript.

**Restaurant Database** Winter 2023

* Led a team of 3 to develop a comprehensive SQL database for a restaurant.
* A comprehensive set of tables was designed to capture all aspects of the restaurant, including staff, supplies, inventory, and more. Necessary attributes and key relationships were added to each table
* SQL queries and statements were executed successfully, ensuring the integrity of the database design.

**Client Server Message** Fall 2022

* Java program has been developed to showcase socket programming for a client-server application, utilizing an internet domain. This application enables users to both receive and request a daily message, while also granting them the ability to modify the message content.

**Certification**

**Electronic Arts Software Engineering Virtual Experience Program on Forage** July 2023

* Developed and presented a compelling new game feature proposal.
* Enhanced the inventory system through the implementation of C++ programming techniques.