# SHAHD MUSTAFA

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**OBJECTIVE**

Obtain an internship or co-op to gain work experience in the field of Software Engineering.

# EDUCATION

**University of Michigan-Dearborn** Dearborn, MI

Bachelor of Science in Software Engineering,GPA: 3.52 Expected graduation: Winter 2024

Relevant coursework: Data structures and algorithms, operating systems, database management systems

**Henry Ford College** Dearborn**,** MI

Pre-software engineering curriculum, GPA: 3.6 2019 – 2021

**Skills:**

**Software Tools:** Katolon, Git/GitHub, Atom, Enterprise Architect, Jenkins, Wire Shark, Android studio, oracle SQL developer Microsoft office

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

# EXPERIENCE

University of Michigan- Dearborn

Research Assistant Sep 2022 – Dec 2022

**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 given input.
* Contributed to the development of a program that compared and determined the best-performing API among three options.

**Small business owner and founder**  Feb 2021 – Present

* Successfully sold over 70 art pieces with a consistent five-star rating by building strong customer relationships and a solid reputation.
* Conducted market research to optimize sales, implemented efficient business processes, and created original uploads to maximize efficiency and revenue.

# PERSONAL PROJECTS

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: April 2023 – May 2023

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

# ACADEMIC PROJECTS

Mobile Application Design and implementation: Winter 2023

* Collaborated with a partner to create a book review app using Kotlin and Android Studio, integrating the Google Book API for book search and user reviews.
* Developed a trivia mathematics game application in Kotlin and Android Studio, enabling interactive gameplay between two players, with randomized question selection using dice-rolling mechanism.

Database Management Systems: Winter 2023

* Led a team of three professionals to develop a comprehensive SQL database for a restaurant. Executed efficient SQL queries and statements to manipulate and retrieve data effectively.
* Designed and implemented schemas for various aspects of the restaurant business, including staff, customers, inventory, menu, reservation, sales, and location.

Java Programming: Fall 2022

* Collaborated with a team of three to design and implement a Rock-paper-scissors-lizard-Spock game interface using JavaFX and Scene Builder.

Developed a postfix calculator in Java, utilizing stack data structure to perform mathematical computations.

Computer Networks and Distributed Processing: Fall 2022

* Developed a client-server application using socket programming.
* Designed and implemented a server and client in an internet domain to handle requests and optimize network performance.