

## SHAHD MUSTAFA

Dearborn Heights, MI | shahdmu@umich.edu | (313) 320- 5163 | [LinkedIn](#)

### OBJECTIVE

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

### EDUCATION

#### University of Michigan-Dearborn

Bachelor of Science in Software Engineering, GPA: 3.52

Courses enrolled in: Software Engineering 2

#### Henry Ford College

Pre-software engineering curriculum, GPA: 3.6

Dearborn, MI

Expected graduation: Winter 2024

Dearborn, MI

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 that selects words like input given that is used to test the quality of web services using python.
- Contributed in the development of a program that takes in data and determined which among the three APIs performed best.

Small business owner and founder

Feb 2021 – Present

- Sold 70+ art pieces with high five-star review by developing customer relations and reputation.
- Conducted market research to maximize sales, created original uploads and business processes to increase efficiency and maximize sales.
- Developed an efficient system to maximize time management and business resources.

### PERSONAL PROJECTS

Personal website:

Fall 2022 - Present

- Designing and developing personal websites using HTML/CSS.
- Site features projects, resume, contact information.

### ACADEMIC PROJECTS

Mobile Application Design and implementation:

Winter 2023

- Created a book review app in collaboration with a partner using Kotlin and Android Studio. The app allows users to search for books using the Google Book API and allows users to write reviews.
- Developed a trivia mathematics game application that enables two players to engage in an interactive gameplay experience using Kotlin and Android Studio.
- Incorporated a dice-rolling mechanism to randomly select the question presented to the players.

Database Management Systems:

Winter 2023

- Developed a comprehensive SQL database for a restaurant in collaboration with a team of two other professionals.
- Created and implemented schemas covering various aspects of the restaurant business, including staff, customers, inventory, menu, reservation, sales, location, and more.
- Wrote and executed SQL queries and statements to manipulate and retrieve data effectively and efficiently.

Java Programming:

Fall 2022

- Designed and implemented a Rock-paper-scissors-lizard-Spock game interface using Javafx and scene builder.
- Collaborated with a team of three to create a GUI application.
- Developed a postfix calculator using java and stack data structure, capable of performing mathematical computations.

Computer Networks and Distributed Processing:

Fall 2022

- Demonstrated expertise in socket programming to build a client-server application.
- Design and implemented a server and client in an internet domain that received and acted on requests, respectively.
- Analyzed TCP/IP and Ethernet protocols using Wireshark to optimize network performance.

Computer Science II:

Winter 2022

- Led a team of nine to design and develop a storefront and inventory management system.
- Managed customer requests, returns, checkouts, product availability and inventory.
- Built an efficient system to handle all transactions and fulfill customer requirements.