

# Asaad F. Rasul

BACKEND DEVELOPER · SOFTWARE ENGINEER

Graz, Austria

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## Education

### American University of Iraq, Sulaimani (AUIS)

B.SC. IN SOFTWARE ENGINEERING

Sulaymaniyah, Iraq

Sep. 2019 - Jun. 2024

- Achieved a cumulative GPA of 3.16/4.0 with multiple semesters above 3.0 GPA.
- Awarded the President's Honor Award in the final semester with a GPA of 3.82.

### University of Graz

M.SC. IN DATA SCIENCE

Graz, Austria

Oct. 2025 - Present

- Advanced coursework in machine learning algorithms, statistical modeling, big-data architectures, and cloud analytics.
- Co-authoring a study on deep-learning approaches to time-series forecasting.

## Skills

Languages	Kurdish (Native), English (IELTS: 8), German (Basic - Actively Learning), Arabic (Intermediate)
Programming Languages	Java, JavaScript, TypeScript, Python, C, C++, Objective-C, HTML/CSS, Assembly
Frameworks & Tools	Spring Boot, Node.js, React, Zod, Redis, MySQL, Sequelize, MongoDB, Web Sockets
Platforms & DevOps	Linux/Unix, Git/GitHub, Google Cloud APIs, AWS
Specialties	Backend Development, API Design, Automation, Reverse Engineering, Windows Administration

## Experience

### Architech Iraq

BACKEND ENGINEER

Sulaymaniyah, Iraq

Feb 2024 - Sept 2024

- Designed and developed scalable backend services for mobile and web applications.
- Implemented real-time features using Web Sockets and Redis to enhance application responsiveness and user experience.
- Collaborated with frontend teams to integrate API endpoints and create scalable web interfaces.
- Led database architecture efforts, optimizing the efficiency, scalability, and security of data storage solutions.
- Applied best practices in API development, troubleshooting, and system optimization to deliver seamless user experiences.

### IQ Group

HR & DEVELOPMENT INTERN

Sulaymaniyah, Iraq

Jul. 2023 - Sep. 2023

- Automated workflows with Python, reducing processing time by 30%.
- Utilized Google Cloud APIs for data scraping and analysis.
- Managed intern projects, ensuring timely milestone completion and quality deliverables.

### iOSGods (Remote)

CHEATS DEVELOPER

Remote

2014 - 2020

- Developed runtime cheats for iOS games using C++, Assembly, Objective-C, and Logos.
- Built mod menus with dynamic features, enhancing usability and providing advanced customization options.
- Reverse-engineered applications to identify vulnerabilities and optimize performance.

## Projects

### Architech Iraq

ARCHIMENUS  APP STORE

Sulaymaniyah, Iraq

- Developed the backend for a restaurant menu management system with real-time updates and scalable APIs supporting thousands of users.
- Built using **TypeScript, Node.js, Express, MySQL, Sequelize, and Redis.**

FRUJ FRESH MOBILE APPLICATION  APP STORE  GOOGLE PLAY

- Designed and implemented the backend for a mobile app connecting users to fresh produce markets, featuring real-time order processing and optimized database queries.
- Built with **TypeScript, Node.js, Express, MySQL, Sequelize, and Redis.**

ARCHIESTATE  INSTAGRAM PORTFOLIO

- Developed and implemented a real estate management system to streamline property management processes.
- Worked on both backend and frontend to ensure seamless functionality and user experience.
- Built using **MongoDB, Express, React, Node.js, and Tailwind.**

## Personal Projects

PRIVACYFREAK BOT (TELEGRAM BOT) [GitHub](#)

- Developed a Telegram bot that extracts and removes metadata from images and media files.
- Built with **Java**, **Maven**, **Telegram Bot API**, and **Apache Commons Imaging**.

UNCLE MOVIES V2 (DISCORD BOT) [GitHub](#)

- Built a Discord bot to manage and categorize user watchlists, offering an accessible format for movie data.
- Implemented in **Python** using the **cinemagoer** library.

## Certificates

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### Harvard University

CS50'S INTRODUCTION TO PROGRAMMING WITH PYTHON (CS50 PYTHON)

*Jan 6, 2025 – Feb 8, 2025*

- Certificate awarded for completing **CS50P**, covering **Python** concepts such as object-oriented programming, debugging, and algorithmic problem-solving.

### Harvard University

CS50'S INTRODUCTION TO COMPUTER SCIENCE (CS50X)

*Feb 24, 2025 – Apr 21, 2025*

- Completed comprehensive study of computer science fundamentals, including algorithms, data structures, memory management, and web development.
- Developed multiple programming projects using **C**, **Python**, **JavaScript** and **SQL**.
- Applied concepts such as abstraction, efficiency, and software engineering best practices in practical applications.

### American University of Iraq, Sulaimani (AUIS) & Qaiwan International University (QIU)

FLUTTER INTENSIVE BOOTCAMP

*Dec 2022 – Mar 2023*

- Focused on developing widgets and flawless GUI applications.