

# Ali Abdelrahman

*Computer Engineering Student*

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## EDUCATION

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### Bursa Uludağ University

*Bachelor of Computer Engineering*

- GPA: 3.4/4
- Expected Graduation Date: July 2026

Bursa, Türkiye

2022 - PRESENT

## EXPERIENCE

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### Software Engineer Intern

*ULUTEK Teknopark*

July 2024 - September 2024

*Bursa, Türkiye*

- Created a dynamic web application using Angular.
- Collaborated with UI/UX designers to implement Angular components using Angular Material and Tailwind CSS.
- Designed and implemented the backend architecture with ASP.NET and C#.
- Used the Nx monorepo structure to enhance modularity and project scalability.

### Part-time Software Developer

*StrangeLogic*

September 2020 - June 2021

*Remote*

- Developed a distributed web scraper using Python to extract SEO data from hundreds of thousands of domain names across the internet.
- Implemented a distributed architecture using ray.io to distribute the workload across multiple servers, optimizing performance and efficiency.
- Designed and implemented the backend infrastructure using the Flask framework.
- Created a frontend interface using Vue.js.

## SKILLS

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**Languages:** English (Advanced, C1), Turkish(Advanced, B2), Arabic (Native), German (Beginner, A1)

**Programming Languages:** Python, C#, Javascript

**Frameworks:** Angular, ASP.NET, Vue.js, Flask

**Database Systems:** PostgreSQL, SQL Server, Sqlite

**Tools:** Git, Github, Docker, Postman

## PERSONAL PROJECTS

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**vsi** | [GitHub Link](#)

- A minimalist turing-complete programming language with an interpreter implemented in Python.

**Coobalance** | [itch.io Link](#)

- A co-op pc game, won 3rd place in ulujam game jam 2024.
- Technologies Used: Unity game engine, C#

**We Are One International Youth** | [weareoneintyouth.org](#)

- A website for a volunteering organization focused on international youth collaboration
- Technologies Used: Hugo, TailwindCSS