|  |  |  |
| --- | --- | --- |
| <https://github.com/yehia123>  [www.yehiaqtaish.com](http://www.yehiaqtaish.com)  <https://www.linkedin.com/in/yehiaqtaish/> | Yehia Qtaish  *Python Developer* | San Jose, CA  Mobile: 408-718-5285  [yehiaqtaish@gmail.com](mailto:yehiaqtaish@gmail.com) |

**Technical Skills/Experience**

**Back-End:** NodeJS, Python**,** Java. **Front-End:** HTML5/CSS, JavaScript. **Frameworks:** React, Angular, Express.

**Data Structures:** Arrays, LinkedList, HashMap/Sets*.* **Tools:** Pandas, XlsxWriter/Openpyxl, SciKit-Learn, Github, VI, AWS.

***Operating System:*** Linux, OSX.

**Professional Experience**

**Software Engineer, Cisco: (Jan 2019 – Current)**

* Implemented a React UI web server for managers & technical leaders increased viewing board status by 40% through making the data available across the company’s Linux servers.
* Implemented a python script using XlsxWriter and Pandas which resulted in 50% decrease time for technical leaders to check data by visualizing hundreds of thousand lines of board status and signal strength in one excel sheet.
* Collaborated with a team of 5 engineers to set up the environment for the C file tool generator which accelerated the C files push to production by 25%.
* Developed a script that automated processing board data which took away 60% of the time that an engineer usually spends to look through and check validity of data.

**Academic Projects**

**Machine Learning (Python):**

* Gathered dataset from Kaggle.com as a group of three students to transform and produce a new training and testing set that was applied to different classification Machine Learning algorithms.
* Operated Data Mining techniques on the dataset as a team using libraries such as Pandas and Numpy.
* Used SciKit-Learn algorithms to apply three different classification machine learning algorithms; my part was to use to Support Vector Machine which performed at 80%+ accuracy on training and testing data.

**Artificial Intelligence (Python):**

* Pacman project game which was based on a Berkeley Artificial Intelligence course.
* Implemented multiple graph search algorithms such as DFS, BFS, and A\* using Python data structures which helped Pacman finish the maze and eat all dots in an optimal time.
* Implemented a backtracking algorithm (MiniMax/AlphaBeta) which detects potential Pacman future steps in different scenarios against Ghost Agents*.*

**Full Stack Project (MEAN stack):**

* Angular 6 framework used which eased up the process to use Facebook API.
* NodeJS & Express for the backend (RESTful API) which used GET and POST requests to interact with the database.
* Mongoose & MongoDB (NoSQL) which eased up the process to handle storing users Facebook data.
* Docker and AWS for deployment which uses SSL as Facebook API requires HTTPS connection for the app to be deployed.

**Education**

**San Jose State University**: *M.S. Software Engineering – Data Science* **Expected Graduation: (February 2023)**

**San Jose State University**: *B.S. Software Engineering* **(September 2014 – December 2017)**

**Courses**: CS 156 - Intro to Artificial Intelligence, SE 188 - Machine Learning for Big Data, SE 146 – Data Structures &

Algorithms, SE 165 – Software Engineering Process Management.