ABANOB AYOUB

COMPUTER SCIENCE
SOFTWARE ENGINEERING
ARTIFICIAL INTELLIGENCE

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OBJECTIVE
Pursuing a career in software engineering.

PROJECTS

CAR DEALERSHIP WEB APP
Sep 2023 - Dec 2023

Role: Back-End Developer
- Design UML, ERD, SSD, Use Cases Diagrams, and more.
- Design and implement relational database on MySQL Workbench.
- Develop the backend system from the ground up in Spring Boot.
- Interconnect subsystems for seamless communication.
- Configure routing and dependencies for backend tables.
- Employ JSON expressions during the testing phase.
- Maintain system reliability and workflow control.
- Collaborate with team members on the deployment procedures.

Pokédex APP
Nov 2023 - Dec 2023

Role: Front-End Developer
- Create a user-friendly Pokédex interface for an enhanced user experience.
- Develop the home page UI using JavaFX, and CSS.
- Apply UI/UX principles for a consistent and user-friendly app.
- Collaborate with teammates to create Pokemon pages.
- Utilize GitHub and GitBash for effective team task management.

EXPERIENCE

MATH TUTOR
Pasadena City College STEM Center

- Tutoring variuos levels from Intermediate Algebra to Linear Algebra.
- Helping college students in one-to-one sessions and in groups.
- Supporting students to develop their critical thinking strategies.
- Communicating with various students from several backgrounds.
- Simplifying complex theories to help students acquire a deeper understanding of the curriculum.

EDUCATION AND CERTIFICATIONS

California State Polytechnic University | Pomona, California
- Bachelor of Science, Computer Science   GPA 3.7 | Graduation Dec 2023

Pasadena City College | Pasadena, California
- Associate in Arts, Engineering and Technology   GPA 3.7 | Graduation Dec 2022
- CRLA TUTORING CERTIFICATION   Graduation Feb 2022

SKILLS AND SOFTWARE

- Java
- C#
- JavaFX
- CSS
- Python
- LISP

- C++
- MySQL
- HTML
- Spring Boot
- UI/UX
- GitHub

- Object-oriented designing and programming
- Developing windows and web applications
- Network devices and protocols
- Problem solving
- Machine Learning
- JUnit