Ali Alkaheli

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SKILLS
JavaScript, Ruby, Ruby on Rails, React, Redux, Node.js, HTML, CSS/SASS, jQuery, PostgreSQL, MongoDB, Python, Cloudinary, Data Structures, Algorithms

EDUCATION
BS- Computer Science - University of California, Santa Cruz 2014- 2018
- Subjects: Computer Architecture, Java, Python, Data Structures, Operating System, Analysis of Algorithm

Full Stack Web Development - App Academy, San Francisco , 2018- 2019
- Fully-immersive course designed to intensively broaden comprehension of software development, with an acceptance rate lower than 3%

PROJECTS
Rent-A-Vehicle | *(React, Redux, MongoDB, Node.js, Express)*   live | **github**
- Integrated React Dropzone to enable user drag-and-drop functionality, tied with Cloudinary heavy duty image and video platform API for instant cloud storage accessibility
- Incorporated Google Maps API with the React Geocoder in order to dynamically render user's locations given their parameters
- Employed npm, as well as Webpack modules, to efficiently bundle javaScript files incorporated for optimal browser usage, which also allowed me to run in development mode for debugging purposes
- Implemented the user authentication, which utilized the JSON Web Token strategy with Passport.js to communicate with the Mongo database

HoopWithStrangers | *(PostgreSQL, Ruby on Rails, React, Redux)*   live | **github**
- Created more robust and dynamic login and signup forms through the use of custom modal frameworks via React component architecture, implemented BCrypt salting strategy for user authentication to be able to hash passwords
- Assimilated various user events in order to promote viewing, sharing, and joining user events
- Utilized NPM as well as Webpack modules to bundle scripts and make them accessible to the web browser.

BreakOut | *(HTML, CSS, JavaScript)*   live | **github**
- Developed collision detection algorithm to detect whether the user wins or loses, using keystroke event listeners in order to properly handle player direction and movement for seem-less paddle navigation
- Heavily utilized canvas JavaScript in order to render and animate various game objects, giving it an aesthetic appeal
- Utilized Howler.js in order to incorporate/consolidate/assimilate ship sound features as well as background audio
- Established Object-Oriented Programming, resulting in clean, maintainable code which could be seamlessly added on for future implementation.

EXPERIENCE
Teacher Assistant
Baskin of Engineer   Oct 2017 - Mar 2018
- Hosted group meetings and individually interacted with students in order to develop their knowledge in Python and Data Structures
- Managed to grade and offer feedbacks to about 200 students a week, with a success rate of 90% of the students succeeded.

Student Engineer
WCCUSD - (West Contra Costa Unified School District)   June 2014 - July 2014
- Managed implementations of operating systems to the new and more efficient laptops, which was distributed to schools in the district
- Monitored different schools and troubleshoot any problems they had
- Maintained installation of various computer components to teachers and staff member's desktops.