

# Jad El-Khatib

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## Education

### Eastern Michigan University

*Bachelor of Science in Computer Science*

**Ypsilanti, MI**

Sept. 2014 – Dec. 2018

- Eastern Michigan University Emerald Scholarship
  - Minor in Electronic Engineering Technology
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## Experiences

### University of Michigan College of Engineering

*Web Application Developer*

**Ann Arbor, MI**

July 2021 – Present

- Assisting in the development of the university and college departmental applications with several different teams.
  - Using python to write helper scripts used by management to streamline and automate tasks.
  - Working with Java frameworks to improve the colleges performance review application, resulting in less wait times, a more user friendly interface and a 20% reduction in errors.
  - Meeting with clients on a bi-weekly basis to identify new requirements for web application improvements and further development.
  - Integration of Microsoft Playwright into our web applications to help automate functional testing.
  - Developing containerized components used in the assembly of new web applications.
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### University of Michigan ITS

*Computer Consultant / Developer*

**Ann Arbor, MI**

April 2020 – July 2021

- Designed and developed web applications for the University of Michigan campus Information and Technology Service.
  - Assisted the development for the university's managed CMS provisioning platform written in Python/Django.
  - Developed and deployed docker images to Openshift and Kubernetes platforms.
  - Worked with implementing asynchronous features using Celery/Rabbitmq.
  - Collaborated with other team members to ensure proper implementation of details and desired requirements.
  - Gained experience in database implementation with both MySQL and PostgreSQL.
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### Mobile Application Development Freelancing

*Self-employed*

**Ypsilanti, MI**

May 2016 – June 2017

- Helped MuSikah, LLC by developing prototype apps using Android Studio for its products.
  - Assisted the design and logic conversion from Android to the iOS environment (xCode).
  - Results: ~ 50,000 downloads across all apps      Android – 4.8/5.0 stars with 300 reviews
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## Projects

### AGOSS – A Game of Some Sort

*Independent Programming Project*

**Ypsilanti, MI**

Sept. 2019 – April 2020

- Created a grid-based strategy game engine with a custom save/load file system, map editor, dialogue editor, battling mechanics giving players the ability to create their own game.
  - Developed entirely in Java using Swing for the GUI.
  - Results: Completed version 1. Version 2 development put on hold due to competing priorities.
  - <https://github.com/jaderinoo/AGOSS> / <https://github.com/jaderinoo/AGOSS-2FX>
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## Skills

**Languages:** Fluent speaker and writer in Arabic and English.

**Programing Languages and Frameworks:** C++, Java, Groovy, Grails, HTML, PHP, Phalcon, Javascript, CSS, Bootstrap, Vue, MySQL, PostgreSQL, Docker, Openshift, Kubernetes, Python, Django, REST Api

**Environments:** Github, Gitlab, Eclipse, Atom, Visual Studios, Android Studio and Docker.

**Cloud Computing Services:** GCP and AWS.