Joshua Omeili

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SUMMARY

Skilled software engineer proficient in Java, C++, HTML, JavaScript. Experienced in object oriented and web-based programming. Collaborative worker dedicated to delivering high-quality software solutions

TECHNICAL SKILLS

Languages: Java (4 years+), C++ (3 years+), HTML(1 year), JavaScript(1 year), Kotlin(1 year)

Technology: Github (3 years+), TCP/IP (1 year+),Visual Studio Code (4 years+), React(1 year),MongoDb(1 year), MySQL(1 year), Java Swing(2 years+), Linux(1 year)

Certifications: AWS Cloud Practitioner

WORK EXPERIENCE

Software Engineer, *HII Newport News Shipbuilding, Newport News, VA*   **August 2023-Current**
- Designs, develops, documents, tests and debugs embedded systems that run on military ships
- Utilize custom modeling software to develop with C++
- Participates in Agile software development

Community Center Assistant, *Towson University, Towson, MD*   **August 2022-April 2023**
- Sat at front desk and monitored the entrance of university residents into the dorm building
- Checked guests into the building by verifying ID cards and entering credentials into the database
- Log in/out packages delivered to residents

Food Service Utility, *Towson University/Chartwells, Towson, MD*   **January 2020-May 2022**
- Maintained the cleanliness of plates,pots, and pans
- Accomplished other custodial duties.

EDUCATION

Bachelor of Science in Computer Science | Towson University, Towson, MD   **May 2023**

Relevant Coursework

Web-Based Programming: Applications executing on a client-server system, emphasizing client side. Technologies include HTTP protocol, dynamic HTML, server-side programming, and client-side Java|Script libraries & frameworks.

Data Communication and Networking:Network architecture and protocols, data communications, LANs and cellular networks, forwarding and routing, TCP/IP suite, network programming and packet analysis.

PROJECTS

Boid Simulator | *Javascript, VSCode, ThreeJS |https://github.com/gberge5/471-Project*   **May 2023**
- Collaborated in a group to create a dynamic simulation of flocking behavior using the Boids algorithm.
- Created a visually appealing and interactive 3D simulation using the Three.js library.
- Utilized WebGL technology for efficient rendering and animation of a large number of boid objects.

TCP Group Chat | *Java, TCP/IP, VSCode | https://github.com/jmeili5/TCPGroupChat*   **December 2022**
- Developed a group chat application using Java Swing and socket programming to facilitate real-time communication between multiple users.
- Designed a user-friendly GUI using Java Swing components such as JFrame, JPanel, JTextArea, and JTextField to provide an intuitive interface for the users.

Brickbreaker | *Java, VSCode | https://github.com/jmeili5/Brickbreaker*   **July 2021**
- Utilized Java Swing to develop a Brickbreaker game where the player bounces a ball off of a moving platform in order to destroy bricks. The game has been won when all the bricks have been destroyed