**JACOB ZOHDI**

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**Databases**

SQL, PostgreSQL, MongoDB, Azure Blob

**Tools**

Git/Github/Kraken, Postman, Heroku, Azure, Codepen

**Languages**

Java, C, C#, Python, Javascript, SQL, HTML5, CSS3, Ruby

**Frameworks/Libraries/Environments**

Flask, JQuery, Bootstrap, React, ASP.NET, Node.js

**Certificates**

• Artificial Intelligence (AI) - ColumbiaX - CSMM.101x • Introduction to ReactJS – Microsoft – DEV282x •

Introduction to Computer Science - HarvardX - CS50x •

**Education**

**BS. Computer Science, University of Maryland College Park** **Sep 2018 – May 2021**

*Major GPA – 3.8*

* Bitcamp 2019 ( team: UMD Ticket Exchange )
* Global Game Jam 2020 (team: Space Repair )

**BS. Biological Sciences, University of Maryland College Park** **Sep 2012 – May 2016**

*Overall GPA – 3.3*

* American Medical Student Association 2013

**Experience**

**Full Stack Intern, Taco Lindo Logan Township, NJ**

*November 2018 – November 2019*

* Remotely developed catering web-app skeleton for New Jersey based restaurant, Taco Lindo.
* Designed and implemented MongoDB database, Flask backend, and user/admin UX/UI using Javascript.
* Included features to help customer with order, admin controls, and payment handling through Stripe

**Software Engineering Intern, DocuSign**   **Chicago, IL**

*Summer* *2019*

* Paired with team composed of product manager, designer and software engineer interns for ground up design and architecture of DocuSign product integration
* Built .NET Core application hosted on azure to perform necessary integration tasks through custom API endpoints
* Developed skills in OOP, C# architecture, OAuth, dependency injection, mock testing, version control

**Tutor, Coder Kids**  **McLean, VA**

*Jan 2019 – May 2019*

* Engaged cohorts of 6 to 16 students through 8-week curriculum on a wide range of coding topics.
* Instructed Scratch and Lua for grades K-5th to Raspberry Pi and Mobile App Dev for grades 4th-8th.

**Projects**

**Sudoku.C -** <https://github.com/jzohdi/sudoku-solver>

* Terminal based sudoku board solver in C that uses constrain satisfaction or backtracking search to solve
* Practiced data abstraction by implementing custom data structures and functions
* Used gdb for debugging and valgrind to resolve all hidden errors, memory leaks. Tested on Windows and Linux.

**SVM Visualizer -** <https://j-zohdi.herokuapp.com/svm_visualizer>

* 2-Dimension and 3-Dimension Support Vector Machine visualizer, using sci-kit learn python library.
* Classify space based on input training data, iterating over possible parameters finding match with least error.
* Select from list of SVM classifiers to train using sample or input data sets. Renders the prediction space using Plotly.js within the training data bounds
* Included API to use with higher dimension data.

**See More:** <https://jzohdi.github.io/Portfolio/>