

Contact

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Github LinkedIn github.com/0bada1 linkedin.com/in/obada-outabachi

Skills

Programming Languages: C, C++, C#, Python, React, JavaScript, Java, HTML, CSS

Frameworks: TensorFlow, Pytorch, Django, .NET

Database Management: MySQL, SQL, MariaDB

Graphics Libraries: OpenGL, Phaser3, MinilibX

Other: Git, Docker, Asana, Figma, MS Office, Shell scripting, Linux, VS Code, Unreal Engine 5, AutoCAD, HitFlim

Soft Skills: Communication, time management, leadership, brain storming, critical thinking, testing, working under pressure, debugging, adaptability, creative thinking

Expertise

- Software Development
- Al and Machine Learning Development
- Algorithms
- Computer Graphics
- Game Development
- Game Design
- Web Development
- Shell Scripting
- Full Stack Development
- System Administration
- Project Management
- Team Leadership

Languages

English

Arabic

Obada Outabachi Software Developer

Dedicated software developer graduated from 42 Abu Dhabi. Practiced software development for over 3 years, developing 20+ projects using various tools and taking many courses in the process. Offering strong expertise in the AI/Machine learning and software development.

Education

O 2024 - now BSc in Computer Science - UoPeople

O 2024 - now BSc in Applicative Software Development - 42 Abu Dhabi

O 2024 - now MSc in Applicative Software Development - 42 Abu Dhabi

• **2022 - 2024** Software development common core (diploma) - 42 Abu Dhabi

Courses, Certifications and Hackathons

- CS50 Harvard 2021 & 2024
 CS50X & CS50AI
 Machine Learning Google 2024
 Google Machine Learning Crash Course with Tensor Flow API
 Open Source Society University (OSSU) 2024 now
 OSSU for computer science & mathematics
 IBM 2024
 Artificial Intelligence Fundamentals
 Cybersecurity Fundamentals
 Participated in Tech Maze Hackathon March 2024
 Created a game in 1 hour using raspberry pi tools and LED lights using MicroBit and won Awards
- Participated in MOI UAE Hackathon May 2024 Created a website with eye tracking AI feature and an immersive 2D game in 2 weeks
- Participated in Compass Hackathon June 2024
 Created an AI bot in 24 hours

Experience

O AutoCAD designer - 2021

Gained skills in designing new shops using AutoCAD based on customer needs

Projects

Q 3D Renderer

Developed ray tracer using C++23 and OpenGL which renders realistic shapes in a 3D environment. It implements modern features like multiple shapes, reflections, types of lighting, transparency, colour mixing, textures, shadow mixing, FOV (field of view)

OMinishell

A functional shell in C that works like bash that can execute commands, handle all syntax errors, handle redirections and environment variables, multiple piping and exit codes

🖕 Games website

Games website developed by a team of 5. Implemented features like 2FA, UI/UX design, AI opponent, game history, user management using modern tools like Caddy, JavaScript, HTML, CSS, Django, shell script, and docker