



KHALED ALTAMIMI

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SUMMARY

Computer Science graduate focused on software engineering and system design. Experienced in building scalable, modular applications using C#, Python, and Flask, with strong understanding of clean architecture, reusable components, and data-driven system design. Built full-stack and backend-oriented systems including AI-driven tools and versioned persistence frameworks.

LANGUAGES

• Arabic ★★★★★

• English ★★★★★☆

EDUCATION

International Grand Academy, Irbid

May 2022

Graduated with average 97.7

Bachelor In computer science, Yarmouk University, Irbid

Sep 2022 - Jun 2026

TECHNICAL SKILLS

Languages:

C#, Python, SQL, Dart, HTML, CSS, JS Java.

Game Development:

Object Pooling, Optimization, 2D Games.

Databases:

SQLite

Operating Systems & CLI:

macOS, Linux, Terminal/Command Line

Tools & Frameworks:

Git & GitHub, VS Code, Trello, Draw.io, Apple Pages, Microsoft Word, Unity Engine, Android Studio, Skilled in AI prompting, Flask, Flutter, Tkinter

PROJECTS

AI-Powered ATS Resume Screening System

- Built a full-stack system using Flask with layered architecture (UI / API / Data layers)
- Designed data processing pipeline for resume parsing and candidate ranking
- Implemented automated matching algorithm with structured data modeling
- Developed scalable backend using relational database design (SQLite schema optimization)

AI-Powered Exoplanet Detection System (NASA Space Apps Challenge)

- Developed a machine learning-powered web application for exoplanet classification
- Implemented end-to-end prediction workflow including data validation, preprocessing, inference, and result visualization
- Provided responsive frontend interfaces and backend services for scientific data analysis
- Applied structured software architecture principles to separate presentation, business logic, and data processing layers
- Built educational features to improve accessibility and understanding of machine learning predictions

Pull Before Edit – VS Code Extension

- Built a VS Code extension that enforces Git synchronization before code editing
- Automated remote change detection using Git fetch and branch comparison algorithms
- Developed event-driven editor integration, status monitoring, and workflow automation features
- Reduced potential merge conflicts by preventing edits when unpulled remote commits exist

Automata Simulator & Regular Language Generator

- Constructed a Python desktop application using Tkinter for designing and simulating finite automata
- Implemented DFA and NFA execution engines using state-transition graph traversal algorithms
- Designed validation logic to enforce DFA constraints and detect invalid automaton configurations
- Built language generation functionality to enumerate accepted strings up to a user-defined length
- With an interactive GUI for creating states, transitions, alphabets, start states, and accepting states
- Applied object-oriented design principles and efficient data structures for automata representation

Unity Development Utilities & Core Framework Package

- Engineered a reusable C# utility framework for application and gameplay systems development
- Implemented common infrastructure tools including debugging utilities, math helpers, and input handling abstractions
- Designed modular architecture supporting code reuse across multiple projects
- Implemented core systems with low coupling and high cohesion architecture principles

Universal Save System

- Developed scalable save/load architecture
- Implemented migration support for future updates
- Designed for reuse across multiple games

Unity Tower Defense / Wave System

- Built a ScriptableObject-based level and wave management framework
 - Designed enemy pathing and spawning systems
 - Created reusable editor tools
 - Animation-driven combat mechanics
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CERTIFICATIONS & LICENSES

Finished

- 1st place NASA Space Apps Challenge - Irbid - (2024)
- Computer Hardware Basics - CISCO NA - (2025)
- Exploring Networking with Cisco Packet Tracer - (2025)
- Foundational C# With Microsoft - FreeCodeCamp - (2025)
- English for IT 1 - CISCO Networking Academy - (2026)
- Digital Awareness - CISCO NA - (2026)

Currently Learning

- Flutter & Dart - The Complete Guide - Udemy
 - Complete Generative AI Course With Langchain and huggingface - Udemy
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HOBBIES & INTERESTS

- Game Development & Design
- Software Engineering Projects
- Learning New Programming Technologies
- Artificial Intelligence Applications
- Problem Solving
- UI/UX Design
- Increasing Typing Speed
- Continuous Learning