

ANDRIA ATALLA

Information Systems Student
at Carnegie Mellon University in Qatar

PROFILE

An information systems student who has a passion for coding, debugging and application development. As a previous computer science student, I was concerned mostly with the back-end aspect of applications, but I moved on to work on an application that combines both front-end and back-end. Currently, I am trying to move out of the familiar box in Java to skilled, learn Django, in addition to looking forward to learning JavaScript in order to work with web development.

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EDUCATION

International School of Choueifat:

Graduated May 2018 with a Highschool Diploma

Carnegie Mellon University:

2018 - 2022

Bachelor of Science in Information Systems.

WORK EXPERIENCE

Worked on-campus in the IT department as student assistant. We were asked to respond to and solve technical issues on-campus.

PROJECTS

- **'Tarneeb'** – card game | Python. As a final project for a Python course, I developed a 'Tarneeb' game where the player has both a teammate and opponents as computers.
- Virtual machine | C. Built a virtual machine in C as part of an imperative computation course.
- ReGrade | Python. A self-developed project intended to solve the problem of students not knowing their academic standing in a course.
- Bots | Python. Using the Selenium library, I was able to create a script that inputs my hours for my on-campus job.

RELEVANT COURSEWORK:

University:

15-112: Fundamentals of Programming and Computer Science.

15-390: Entrepreneurship for Computer Science

21-127: Concepts of Mathematics.

15-122: Principles of Imperative Programming.

67-102: Concepts of Information Systems.

PROGRAMMING SKILLS

- **Python:** worked on mini projects which include image filters and a chat client. Additionally, I worked with libraries such as Django, Selenium, Pygame, and Tkinter.
- **C:** Like Python, I completed mini projects which included image manipulation and a "[lights out](#)" solver.
- **HTML, CSS, JavaScript:** learnt web development as part of an information systems course.
- **Familiar:** Java

CLUBS

Since I do programming for fun, I participate in the Computing Club on campus. The club allows me to participate in programming competitions, which I enjoy taking part of, especially that we go in as a team of friends. I also participate in the CarnegieApps Club, which is responsible for carrying out the hackathons in my university. I also like taking part in those hackathons, as they allow me to brainstorm innovative ideas and develop a prototype, which would hopefully pitch one day.

Other than programming-related clubs, I am a huge fan of basketball. And because of that, I run the basketball club with my friend as a vice president. Although, I am not on the roster of the team, I take part in the logistical and event-planning matters of the club.