ZAID AL-DIRBASHI

FINAL YEAR COMPUTER SCIENCE STUDENT AT MONASH UNIVERSITY MALAYSIA

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LINKEDIN.
zaidaldirbashi

GITHUB.
0xzaid

LANGUAGES:

English | Arabic

SOFTWARE & HARD SKILLS

Python	Data Visualisation
Java	R
Javascript	MySQL
Node.js	Firebase
SQL	Android studio
C/C++	Linux
HTML	Git
CSS	Microsoft Office
PHP	Google Workspace

SOFT SKILLS

- Communication
- Leadership
- Problem solving
- Attention to detail
- Flexibility
- Analytical skills
- Team collaboration
- Quick learner

PROFILE INFO

Final year computer science student who is passionate about software development and security, with an interest in web and mobile development. Equipped with proven analytical and organisational skills. Seeking an internship as soon as possible to fulfil the degree's requirements, and more importantly, to accelerate career growth and contribute to development in the technological world.

EDUCATION

MONASH UNIVERSITY MALAYSIA   July 2019 – May 2023
BACHELOR OF COMPUTER SCIENCE

- Advanced Computer Science
- Units taken: Advanced Algorithms and Data Structures, Databases, Data Science, Cyber Security, Operating Systems, Networks, Usability, Object-Oriented programming

SUNWAY COLLEGE KL   August 2018 - June 2019
MONASH UNIVERSITY FOUNDATION YEAR

PROJECTS

Gamification for a Children's Android app (Team)
https://github.com/0xzaid/Good-Habits

- Research, develop & present the project plan and design proposal to teach children good habits using gamification elements.
- Led a team to develop a mobile application using Android studio, Java, Git and Firebase.

Frogger game (Individual)
https://0xzaid.github.io/Frogger/

- Created a web game similar to the classic Frogger game Used TypeScript, RxJS, HTML, CSS

Text based rogue-like game using Java (Team)
https://github.com/0xzaid/Dinosaurs-rogue-like-game

- Led a team in creating a game using object oriented design and implementation with Java

Food recipe Sharing/Social Application UI/UX (Team)
figma.com/proto/tUGFFnirrfnkPoAzueYNJw/Recipe-App3175

- Responsible for some of the UI/UX design
- Used figma

Process Scheduling Simulation using C (Individual)
https://github.com/0xzaid/Process-Scheduling-Simulation

- Created a C program to simulate different types of process scheduling algorithms