

YAHYA HALIM

SOFTWARE DEVELOPMENT

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TECHNICAL SKILLS

- Strong communicator.
- problem-solver.
- Critical Thinking.
- Self-starter with a track record of meeting deadlines and managing personal learning projects.
- Programming Languages: Java, Python, JavaScript, HTML, CSS
- Tools and Frameworks: Flask, scikit-learn, MySQL, Azure Databases, Mavens, jQuery, Tailwind.
- APIs: Wolfram Alpha API integration, OpenAI API.
- Team Collaboration.
- Time Management.
- Excellence: GPA 3.6, Dean's List seven times.

EDUCATION AND CERTIFICATION

Associate of Applied Science in Software Development | Kirkwood Community College

May 2026

TECHNOLOGY SUMMARY

SOFTWARE & WEB DEVELOPMENT

2022

- Developed multiple academic projects utilizing Java, Python, HTML, CSS, and JavaScript.
- Designed a technology news site by calling New York Times API with other features.
- Implemented machine learning solutions to evaluate student answers, integrating Flask and scikit-learn.
- Built responsive websites with modern designs for small businesses and non-profit organizations.
- Mastered a user-friendly UI/ UX in Web development and Application development.
- Used Microsoft tools like Excel, Microsoft Word for reports, and data entry.

PROFESSIONAL COURSES COMPLETED

- AI Solutions & Prompt Engineer
- Java: Advanced Java Programming
- C#: .NET Development I, II, III
- Web: HTML/CSS, JavaScript/jQuery
- SQL: Relational Database and SQL
- Python: Programming Logic
- Project Management
- Data Structure and Algorithm

PROJECTS

Capstone 2026: project for community services Donation Request feature.

Healthcare workers Scheduling System: in ASP.NET MVC core 6 and as a desktop application in WPF structure.

Automated Grading System: Developed a Python and Java-based grading tool using logistic regression, scikit-learn, Flask, and MySQL for real-time results.

Seating Chart System: Created a Java app for processing and displaying seating charts with optimized object sorting.

Game Application: Developed a downloadable game with C# programming language and using Unity to build 2d top-down environment