

# KHALED TUJJAR

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## EDUCATION

### University of Central Florida

M.S. in Computer Science

B.S. in Computer Science | Minor: Mathematics | GPA: 3.53

Orlando, FL

Expected August 2027

2020 – 2024

## TECHNICAL SKILLS

**Languages:** Java, C/C++, C#, Python, JavaScript, TypeScript, PHP, SQL, HTML/CSS, Bash

**Frameworks & Libraries:** React, Angular, Next.js, .NET, Express.js, TailwindCSS, SDL3, Jest, TensorFlow, PyTorch

**Tools & Databases:** Git, Docker, AWS, CMake, Selenium, MySQL, PostgreSQL, MongoDB, Firebase, Figma

## EXPERIENCE

### Sheefra Corporation | Orlando, FL

May 2024 – Present

*Part-Time Software Developer*

- Engineered and maintained TransTrack, a PHP/MySQL/JavaScript reporting application, automating reporting processes to reduce task time by 40% and saving staff 10+ hours per week.
- Optimized MySQL queries, cutting report generation time by 25% and ensuring scalability for growing datasets.
- Developed RESTful APIs in PHP, streamlining communication between front-end and back-end services.
- Redesigned UI dashboards, improving clarity of logistics metrics and enabling faster decision-making.
- Integrated dynamic filtering and visualizations, accelerating identification of critical business insights.

## PROJECTS

### RocketDocs | TypeScript, React, Tailwind

[github.com/ryanata/rocketdocs-frontend](https://github.com/ryanata/rocketdocs-frontend)

- Shipped a React/Tailwind UI for repo-to-docs, cutting documentation time by 75% and time-to-first-docs by 80%.
- Added AI-assisted templates and a review queue, reducing rewrite cycles by 50% and unifying style across 15 repos.

### Pwdly | JavaScript, React Native, Expo

[github.com/ryanata/password-manager](https://github.com/ryanata/password-manager)

- Built a React Native/Expo password manager with vault encryption and master-password gating, unlocking in 90 ms.
- Unified mobile/web flows with shared components, cutting duplicate UI code by 25% and beta defects by 20%.

### CardGame2D | C++, SDL3, CMake

[github.com/KTujjar/CardGame2D](https://github.com/KTujjar/CardGame2D)

- Developed a C++/SDL3 render and input loop sustaining 60 FPS with 5 ms frame time on mid-range hardware.
- Created deterministic scoring and animation states, reducing logic bugs by 50% and input latency to 12 ms.

### 2D Horror Game (In Progress) | C++, SDL3, CMake

[github.com/KTujjar/Project-H](https://github.com/KTujjar/Project-H)

- Implemented a data-driven event/trigger system, finite-state NPC AI, and a branching dialogue manager.
- Programmed an entity-component architecture with a deterministic update loop and tile-based pathing.

## LEADERSHIP & EXTRACURRICULAR

### Knight Hacks

August 2020 – Present

*Member*

- Prototyped an eye-tracking Snake game in 48 hours and won a Knight Hacks award.
- Collaborated on debugging and implementation, accelerating iteration during the hackathon.

### Google Developer Student Clubs

August 2020 – Present

*Member*

- Led a Git basics workshop and mentored peers on version control workflows and setup on the club server.
- Provided hands-on mentoring in Git branching and PRs, growing confidence with Git and consistent workflows.

## CERTIFICATIONS & COURSEWORK

### Google Cybersecurity Certificate | Coursera

October 2024

- Hands-on labs in security best practices, risk management, and incident response.

**Relevant Coursework:** CAP 4053 AI for Game Programming • COP 3330 Object-Oriented Programming

COT 4210 Discrete II • COP 4630 Artificial Intelligence • COP 3402 Systems Software