

ENGINEERING SUMMARY

Electrical and Computer Engineering student at Oregon State University with hands-on experience in embedded systems, circuit design, PCB development, and hardware testing. Experienced in building, integrating, and validating electronic systems using engineering lab tools and industry software.

EDUCATION

Oregon State University

B.S. Electrical and Computer Engineering

Expected Graduation: June 2027

TECHNICAL SKILLS

- Software: LTSpice, KiCad, Quartus, ModelSim, TinkerCad
- Hardware: FPGA (DE10-Lite), Breadboarding, Soldering
- Engineering: Circuit Analysis, Digital Logic, PCB Design

EXPERIENCE

Financial Management

Kids Hobby, Kuwait City

Jul 2023 - Present

- Managed financial transactions and maintained organized business records
- Analyzed spending and budget trends to support operational decisions
- Improved tracking and reporting accuracy through organized documentation

PROJECTS

FPGA Digital Logic Project (ECE 271) | Spring 2025

- Designed and tested digital logic circuits using FPGA and Quartus tools
- Verified system behavior through simulation and hardware testing

Portable Temperature Sensor System (ECE 341) | Winter 2026

- Designed and built an ESP32-based temperature sensing system with LCD display
- Integrated LM75A sensor and designed stable voltage regulation
- Built and validated hardware through breadboarding and experimental testing

Custom Detection Timer Project (ECE 342) | Spring 2026

- Designed and integrated an ESP32-based ultrasonic distance detection and timer system
- Implemented object detection using HC-SR04 sensor with programmable 15.24 cm threshold
- Built and tested hardware using soldering, protoboard assembly, and voltage regulation
- Verified sensor operation and buzzer response through oscilloscope and measurement testing

ADDITIONAL INFORMATION

- Languages: Arabic (Native), English (Professional)