

# MESHAL ALMUTAIRI

KUWAIT

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Computer Engineer with a strong foundation in software development, embedded systems, and object-oriented programming. Experienced in building scalable solutions and optimizing performance across various platforms. Currently expanding skills in full-stack development and cloud technologies through hands-on training. Collaborative problem-solver with a focus on delivering innovative and efficient results.

## EDUCATION

### B.S. in Computer Engineering

Portland State University, Portland, Oregon

September 2020 - June 2024

Cumulative GPA: 3.54

## SKILLS

**Programming:** C/C++, Python, Rust, Swift, JavaScript, Java, HTML/CSS, ARM assembly, Verilog

**Technology:** Java Spring Boot, Next.js, React Native, Docker, Kubernetes, OpenShift

**Tools:** Git, Linux, L<sup>A</sup>T<sub>E</sub>X, LTSpice, FPGA, KiCAD, Simulink, Cadence Virtuoso, Azure DevOps

**Communication:** Technical documentation, project presentations, design proposals, teamwork

**Languages:** English (fluent), Arabic (native)

## EXPERIENCE

### Boubyan Bank

Trainee - Boubyan Technology Academy

October 2024 - February 2025

Kuwait

- Gaining hands-on experience in Java Spring Boot, Next.js, React Native, and Azure cloud deployment.
- Learning DevOps with Docker, Kubernetes, and OpenShift for improved deployment efficiency.
- Participating in IT and digital workshops covering Oracle Fusion Middleware, RPA, and UI/UX design.
- Working on a capstone project and real-world tech projects under mentorship from Boubyan's IT & Digital teams.

## PROJECTS

### Capstone Project: Smart Vent System

June 2024

- Designed a Smart Vent System to optimize airflow and temperature control using IoT sensors in collaboration with LaunchPilot for commercial use.
- Developed a web interface for real-time data visualization and remote control.
- Created a custom PCB for seamless hardware integration, ensuring energy efficiency and comfort.
- Collaborated with a team to integrate hardware/software components for a reliable, user-friendly system intended for the consumer market.

### 5-Stage MIPS Lite Pipeline Simulator

June 2024

- Developed a MIPS ISA simulator with a 5-stage pipeline supporting non-pipelined, pipelined (with/without forwarding) modes.
- Led the creation of functional and timing simulators, implementing hazard detection and stalling mechanisms.
- Delivered an accurate simulator, improving understanding of pipeline execution and forwarding benefits.

### DDR5 Memory Controller Scheduler Simulator

December 2023

- Simulated a DDR5 memory controller scheduler for a 12-core, 4.8 GHz processor.
- Implemented multiple scheduling algorithms and bank-level parallelism for memory requests.
- Developed queue systems, trace file parsers, and timing mechanisms, achieving top performance in the class.

### Rusty Hitman

May 2023

- Built a 2D point-and-click game in Rust using the macroquad engine, with WebAssembly for browser playability.
- Leveraged Rust's memory safety and concurrency features for performance and accessibility.