Dako Albeik

Software Engineer

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Experience

Emerging Analytics Center   Little Rock, AR

Software Engineer | *Human-in-the-Loop Assistive Screening*   *May. 2023 - Present*

- Developed a production-level error notification service, assigning unique error codes and automatically sending error logs to our team, enabling proactive issue tracking and reducing critical production issues by **20%**
- Converted a **React.js** codebase to **Angular** and **TypeScript**, enhancing code robustness and maintainability to meet the demands of new projects. Additionally, I integrated the **Ionic** framework, enabling support for iOS and Android devices.
- Built a file exchange REST API using **Express.js** and **Socket.io** enabling users to perform CRUD operation on their files remotely
- Implemented advanced file loading capabilities using Angular services, allowing the application to seamlessly retrieve data from both a remote API and local directories

Software Engineering Intern | *Medical Imaging Annotation Tool*   *Jan. 2021 - May. 2023*

- Designed an X-ray application to annotate medical images using **Electron.js** and **React.js** with a custom polygon drawing tool, facilitating precise image labeling for enhanced medical diagnostics.
- Designed an asynchronous **Node.js** module for generating and caching thumbnails, implemented with scroll pagination, leading to a notable **30%** performance improvement and a significant 10-second reduction in load time.
- Implemented a file watcher to synchronize the **Redux.js** state of the application with the images in the file system, resulting in **25%** higher productivity in managing images
- Deployed a landing page enabling users to download the built version of the application supported in Window, Linux, or macOS

Skills

Languages:

JavaScript, TypeScript, HTML, CSS, C++, Java, Python, MySQL

Technologies:

React, Angular, Ionic, Electron, Redux, Node, Express, Socket.IO, Bitbucket and JIRA, GitHub, Webpack, Firebase

Projects

Spades AI (Python, Keras, Socket.IO, TypeScript, React)   source code

- Trained a deep Q-network to play a multiplayer card game using reinforcement learning and decision trees, achieving **89%** accuracy in bidding and **22%** improvement in win rate
- Used web sockets to update the web simulation and visualize the learning process through charts, enabling tracking of learning metrics over time

Pinboard Planner (TypeScript, React, Firebase)   deployed site

- Implemented calendar sharing with role based permissions, enabling users to invite their friends as task viewers or editors
- Created a local environment and a production one, enabling users data to stay intact during development and testing
- Architected and deployed a NoSQL database and enabled users to receive live updates when calendars or tasks are modified

Video Bookmarker (JavaScript, CSS, React, JSON, Webpack)   landing page

- Built a Chrome extension for taking notes on videos, improving study time and ability to learn from long form videos
- Engineered a monorepo architecture and bundled the extension and landing page using Webpack with code sharing and lazy loading, resulting in **30%** faster load time

Education

Bachelor of Computer Science

University of Arkansas at Little Rock; *GPA: 4.00; Winner of Top Computer Science Junior and Senior*   *2019 - 2023*

Extra Curricular

- Professional Magician - main performer at 4 consecutive Sugar Bowls in New Orleans, LA
- Bilingual (Arabic and English)