**Salwan Sabil**

781-513-2284 | Lynn, MA | sabilsalwan@gmail.com

**EDUCATION**

**University of Massachusetts Lowell – Lowell, MA** **Summer 2025**

Bachelor of Science in Computer Science, Minor in Mathematics

**TECHNICAL SKILLS**

*Programming & Scripting Languages: C, C++, C#, Java, JavaScript, HTML, CSS*

*Software: Visual Studios, Git, draw.io, Unity, Slack, MS Office*

*Operating Systems: Linux, Ubuntu, Windows, Chrome*

**WORK EXPERIENCE**

**DePaula & Clark, Inc.** **New York, NY**

*Internship* Summer 2024

* Collaborated closely with account managers to automate reconciliation workflows through cloud-based platforms (QuickBooks, Webgility, Shopify).
* Contributed to optimizing and troubleshooting API-driven integrations between financial systems, resolving mapping issues, and documenting workflows to enhance reporting precision and accelerate month-end closes.
* Assisted in analyzing financial data to curate weekly reports that identify performance metrics for informed decision-making.
* Supported the preparation of client account summaries by aggregating data from multiple financial platforms, consolidating sales, expenses, and outstanding balances into clear reports for review.
* Maintained and validated imported transaction data to ensure accuracy and completeness across integrated systems.

**TECHNICAL PROJECTS/RESEARCH**

**Self-Driving Car Decision-Making AI Model** Spring 2025

* Designed and developed AI-based decision-making system for autonomous vehicles using a Naïve Bayes’s classifier and a custom neural network.
* Trained on the Kaggle Self-Driving Cars dataset using image data and real-world sensors.
* Assessed model performance with accuracy, precision, recall, and F1-score; monitored overfitting using loss and accuracy curves.

**FlashCars – Educational Game** Fall 2024

* Led and managed a team of four to develop an educational racing game for elementary students. Players answer subject-based questions to move their car avatar along a track. Upon completing the study-set, players receive their time to track progress.
* Co-wrote a detailed Software Requirements Specification (SRS) outlining functional and technical requirements.
* Developed the game in Unity using C#.

**Computing IV Portfolio** Spring 2024

* Consists of eight unique projects completed over the semester. All programmed in C++ using OOP.
* **Example Project- DNA Alignment**

**-**Developed an algorithm to find the optimal alignment of any two DNA strands using dynamic programming. The program measures the similarity of the two strands by finding the edit-distance which is calculated using a matrix.

* **Example Project- Image Encoding/ Decoding through LFSR (Linear Feedback Shift Register)**

**-** Created an LFSR class responsible for encrypting an image with a specific seed, which is passed to the LFSR, where only that seed could be applied on the encrypted image to decrypt it into the originally parsed image. Encryption uses XORing each pixel with seeded values.