

# Jawad Alsahlani

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## EDUCATION

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### University of Michigan

*B.S. in Computer Science and Engineering | GPA: 3.5/4.0*

Ann Arbor, MI

*Expected May 2026*

## RELEVANT COURSEWORK

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Data Structures & Algorithms | Operating Systems | Computer Networks | Distributed Systems | Cybersecurity | App Development | Web Systems | Database Management | Game Development | Game Engine Architecture

## EXPERIENCE

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### The Mainstay Foundation

May 2025 – Aug 2025

*Software Developer Intern* | Node.js, Express, React, PHP, OpenAI API, GoHighLevel, Render

*Ann Arbor, MI*

- Stabilized checkout flows, resolving duplicate cart and quantity-sync bugs; reduced donor support tickets by **40%**.
- Built secure **Node.js/Express proxy** to GoHighLevel API, deployed on Render, handling **500+ organizational contacts** with request logging and env-var management.
- Built full-stack AI document chat assistant using **OpenAI v2 API** and vector embeddings, enabling users to query uploaded PDFs with persistent file storage and streaming responses.

### Bayn Financial LLC

June 2025 – Sept 2025

*Co-Founder & Software Engineer* | Python, QuantConnect, Data Pipelines

*Ann Arbor, MI*

- Built Python-based algorithmic trading platform with backtesting infrastructure and risk controls, processing 10+ years of historical market data.
- Engineered data pipelines and strategy evaluation framework testing 200+ trading strategies; identified strategies achieving **25% annualized returns (Sharpe 1.5)**.

### Al-Khoei Foundation

Jan 2019 – Sept 2025

*Data Systems & Finance Operations* | Python, ETL, SQL

*New York, NY*

- Led **4-person finance team** managing **\$500K+ annual operations**; maintained **99.5% transaction accuracy**.
- Built Python ETL pipelines eliminating **90% duplicate donor records** across 3 databases, consolidating **50K records** into single source of truth.
- Automated monthly closes and reconciliations, **reducing processing time by 50%** (8h → 4h)

## PROJECTS

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### Multithreaded OS Kernel | C++, Concurrency, Synchronization

- Implemented thread scheduler, spinlocks, condition variables supporting **32+ concurrent threads** with **99.9% correctness** verified through 1000+ test cases.
- Designed deadlock-free synchronization, achieving **zero race conditions** under 64+ thread stress tests.

### Distributed Key-Value Store | Go, Paxos, Sharding

- Implemented replicated key-value store using **Paxos** for linearizable updates across **fault-tolerant shards**.
- Supported dynamic node joining and partition tolerance, enabling scalable storage with auto failover and recovery.

### Distributed Search Engine | Python, MapReduce, TF-IDF, PageRank

- Built scalable search with segmented inverted indexing, MapReduce pipelines, **TF-IDF ranking**, and **PageRank weighting** exposed via REST API.

### Stripe MRR Dashboard | Python, BigQuery, SQL, React

- Built ETL pipeline loading Stripe subscriptions/invoices into BigQuery; authored SQL computing **monthly recurring revenue** with live React dashboard visualization.

### Planeteer | Unity, C#, Event Systems, Procedural Generation

- Solo-developed 2D planetary mining game with **destructible circular worlds**, tile-based drilling with variable hardness, and event-driven upgrade systems.

## TECHNICAL SKILLS & LEADERSHIP

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**Languages:** C++, C, C#, Python, Go, SQL, Swift, HTML/CSS

**Frameworks & Tools:** React, Node.js, Express, Flask, Git, Docker, Unity, Jupyter, Figma, Vercel, Render

**Concepts:** Distributed Systems, REST APIs, ETL Pipelines, CI/CD, Agile/Scrum

**Leadership:** Director of Finance, Omega Beta Eta (Aug 2023 – May 2024)