

Abdul-Rahman Sayed

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EDUCATION

Georgia Institute of Technology, Atlanta, GA — *B.S. in Computer Science*

August 2020 - December 2023

Threads: Intelligence and Media

Relevant Concepts: Object-Oriented Design, Agile Development Process, Scrum Development Process, Data Structures, Algorithms, Artificial Intelligence, Dynamic Programming, Machine Learning

Awards: Dean's List

WORK EXPERIENCE

MessageGears

Software Development Lead Intern

Software Development Intern

Atlanta, GA

May 2023 - August 2023

May 2022 - August 2022

- Worked on a full-stack role in an established software development team utilizing AGILE practices and tools to complete 27 team-assigned user stories.
- Bug-fixed and worked on the front-end by streamlining UI elements on a SPA application with Angular.
- Converted 2 JSP pages in the front-end to SPA in Angular to make a more cohesive user experience.
- Conducted QA automation with Cypress, Selenium, view, unit, and REST-API tests for every user story.
- Worked on the back-end by modifying data types, creating back-end components for various front-end application components with Java, and modifying database tables with SQL scripts.
- Led and assisted interns with their onboarding, respective stories, retrospectives, and sprint planning meetings.
- Reviewed stories the product team gave to interns, prioritized them by the most important and accessible and formulated descriptions and how-tos for each story.
- Actively participated in software development team retrospectives and sprint planning meetings.

iD Tech Camps

Instructor

Alpharetta, GA

May 2020 - August 2021

- Taught children ages 7-12 Minecraft game design and web-based JavaScript software using p5.js.
- Taught skills in programming, file manipulation, and the basics of discrete mathematics.
- Participated in regular team meetings to discuss improvements in teaching strategies and day-to-day activities.

PROJECTS

Artificial Neural Intelligence Machine Entity

September 2022 - December 2022

- Worked in a team of 4 to construct a machine learning model with Python using Tensorflow and Pytorch to colorize and upscale low-resolution black-and-white images of faces.
- Used a given image dataset and a downscaled and de-colored version of the dataset as a basis and ground-truth image set for the model.
- Used a generative adversarial network, a type of dual neural network model, to test and reconstruct images from the partial information of the downscaled and de-colored dataset.

Jim's Dungeon: Dungeon Crawler

January 2020 - August 2020

- Worked as a team lead and led 4 other peers using AGILE practices and tools to complete a multi-featured dungeon adventure game using JavaFX with 6 milestones.
- Used Maven to set up the underlying structure of the code and used TestFX to make functional and unit tests to test the performance and effectiveness of the underlying code.
- Created a multi-page application that allows users to set and create the initial game state and used procedural generation to construct different areas of the game map.

SKILLS / INTERESTS

Programming: Java, Javascript, Typescript, HTML, CSS, Less, Python, GL Shading Language, MySQL, JSON

Technologies: Git, Github, Unix, Linux, Emacs, Vim, Eclipse, Visual Studio Code, Spring, Mockito, LaTeX, Docker, React.js, Angular, p5.js, D3.js, Pytorch, Tensorflow, JavaFX, TestFX, Jasmine, Cypress, Selenium, Processing, OpenGL, Jira Software, Confluence, Atlassian, REST API