

Abdul-Rahman Sayed

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EDUCATION

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

August 2020 - December 2023

GPA: 3.28/4.00 (132 semester credit hours earned).

Threads: Intelligence and Media

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

WORK EXPERIENCE

MessageGears

Atlanta, GA

Software Development Intern

May 2022 - August 2022

- Worked on a full-stack role in an established software development team utilizing AGILE practices and tools to complete 15 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.

iD Tech Camps

Alpharetta, GA

Instructor

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.
- Attended regular team meetings to discuss possible improvements to teaching strategies and handling of 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.

Interactive Parallel Coordinate Plot

December 2022

- Created an interactive parallel coordinate plot using D3.js, HTML, SVG, CSS, and a given CSV data file with a partner.
- Manipulated data to filter and construct the parallel coordinate plot using user input.

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