

Abdulgani Muhammedsani

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[Github](#) | [Linkedin](#)

Education

Cornell University, Ithaca, NY— *Computer Science*

Relevant Coursework - OOP & Data Structures, Discrete Math, Operating Systems, Intro to Backend Development, Embedded Systems, Intro to Computing in Python.

Experience

Cornell WebDev—*Backend Developer*

September 2023 - Present

- Database development using Python and SQLAlchemy for a student matchmaking application.
- Incorporating user authentication and connection features in preparation for application launch.
- Deepened understanding of application and database development, as well as project and program management.

Cornell Computer Science Course Staff — Intro to Computing in Python *Consultant*

August 2023 - Present

- Assisted in lab sections by guiding students through technical coding problems.
- Guided students in developing debugging tools to work through obstacles facilitated through office hours..
- Graded coding assignments and projects, and further establishing important programming techniques.

Google's Computer Science Summer Institute — *Participant*

July 2022 - August 2022

- Participated in a 4-week intensive computer science summer program for high-achieving students.
- Configured 14 individual coding projects in JavaScript by using concepts such as variables, data types, and functions
- Delivered a collaborative final project presentation that included a live demonstration to Google employees and community leaders.

Projects

Embedded Systems Breakout Game—<https://pages.github.coecis.cornell.edu/ece3140-sp2023/amm546-cdc227-lma93/>

May 2023

- Utilized FRDMKL46Z to create a controller that interacts with the game via UART0 serial port. Developed a Python GUI that responds to controller inputs to manipulate in-game elements.
- Integrated an innovative feature that gradually increases ball speed and randomly upgrades bricks to higher durability.

Cornell Wordle Game— <https://github.com/AbdulganiMuhammedsanii/Cordle/tree/master>

April 2023

- Designed and implemented a backend system using Flask and SQLAlchemy, featuring comprehensive API endpoints for managing puzzles and users. This involved defining database models for puzzles and users, creating relationship mappings, and facilitating SQL database interactions.
- Laid the groundwork for further development including advanced security features, more complex puzzles, and competitive elements like a scoring system and leaderboards.

Cat Adoption Pet Simulator— <https://replit.com/@VictorOsunji/Pet-adoption-Sim-v4#index.html>

August 2022

- Developed a responsive, web application, "Cat Adoption Pet Simulator", using HTML5, CSS3 (with Bulma CSS framework), and JavaScript, providing a comprehensive knowledge resource for potential cat owners.
- Implemented dynamic web functionalities including an interactive "Wall of Cats" gallery, navigation bars, and informational card interfaces, significantly enhancing the user experience and facilitating seamless navigation through the website.

Skills

Programming Languages/Additional tools - Java, Python, Objective C, Assembly, Javascript, HTML, CSS, Postman, Docker, Git.