

Ali Haidar

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EDUCATION

St. Olaf College | Northfield, MN

Expected Jan 2027

Bachelor of Arts: Major Computer Science and Quantitative Economics | **Concentration:** Statistics and Data Science

Coursework: Hardware Design, Software Design, Linear Algebra, Discrete Mathematics, Data Science

SKILLS

Programming Languages: C/C++, Python, R, SQL, HTML, CSS, JAVA, Mathematica

Developer Tools: Git, VS Code, Linux/Unix

Libraries and Frameworks: Tableau, Cura, Adobe Suite, PyTest, NumPy, Business Model Canvas, RStudio, Thonny

PROFESSIONAL EXPERIENCE

Data Analyst, Intern

Lebanon

NETPRO

Jun. 2024 – Aug. 2024

- Analyzed WiFi network performance and customer usage data, identifying key trends that led to a 15% reduction in service downtime
- Developed interactive dashboards using SQL, Python, and Tableau, enabling real-time tracking of 5+ key performance metrics and enhancing team decision-making
- Conducted predictive analysis that forecasted peak usage periods, improving resource allocation and reducing service response time by 20%
- Enhanced data processing pipelines and automated reporting tasks, streamlining workflow efficiency and increasing overall productivity

IT Support Specialist

Northfield, MN

Digital Technology Center, St. Olaf College

Aug. 2023 – Present

- Design and create 3D-printed projects and models using software like Cura, while assisting students and staff daily with technical software, including Adobe programs and Office tools, supporting over 20 projects per month
- Guide students and staff members with technical softwares for their personal and academic projects such as Adobe programs, Office softwares on a daily basis
- Train and assist over 200 clients monthly in Technical Support, Podcasting, Video Editing, Photography

PROJECTS

Bank Account System | C++

Dec. 2024

- Developed a bank account management system in C++ with features like deposits, withdrawals, and interest accrual for checking and savings accounts
- Implemented account serialization and deserialization, allowing data persistence across sessions using object-oriented principles and file I/O
- Managed project dependencies and build process using CMake and integrated Boost libraries for enhanced functionality

Crossy Road | Python

Dec. 2023

- Developed a 2D racing game where players avoid vehicles on multi-lane roads
- Implemented real-time collision detection, scoring system, and game-over functionality.
- Created animated game assets with smooth game loop and customizable player movement

Employee Management System | C++

May 2024

- Designed and implemented a hierarchical employee management system using a binary tree structure to represent organizational relationships
- Developed functionalities to add employees, search by attributes (e.g., age, years served, job title), and sort employees based on various criteria
- Implemented string manipulation and comparison algorithms for sorting and searching by names, job titles, and employee IDs
- Utilized dynamic memory allocation and pointers to manage employee data efficiently