

## Ali Haidar

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### EDUCATION

**St. Olaf College** | Northfield, MN Expected Dec. 2026  
**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, Statistics, Data Structures, Econometrics

### 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

**Marketing, Advertising, and Digital Design, Intern** Northfield, MN  
St. Olaf College Jan. 2025 – Feb. 2025

- Led marketing campaigns, including increasing student survey participation to 75% and promoting the new on-campus barber shop through engagement activities
- Analyzed real-world marketing case studies to apply industry concepts to practical projects, while developing skills in teamwork, strategic marketing, advertising, and digital design through hands-on experiential learning

**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%

**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

**Electric Vehicle Adoption & Efficiency Analysis** | R Jan. 2025

- Analyzed 205,000+ vehicle records using R, ggplot2, and dplyr to study electric vehicle adoption, efficiency, and sustainability trends
- Developed 5+ interactive data visualizations, highlighting a 500% increase in EV production from 2010 to 2023 and manufacturer contributions across 50+ brands
- Identified key insights, revealing that 75% of Battery Electric Vehicles (BEVs) qualify for Clean Alternative Fuel Vehicle (CAFV) eligibility, while 40% of Plug-in Hybrids (PHEVs) do not

**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

**TIC TAC TOE** | JAVA July. 2024

- Developed an interactive, grid-based Tic-Tac-Toe game in Java, allowing two players to compete with real-time validation
- Implemented object-oriented principles, utilizing ArrayLists for player positions and structured control flow for efficient game logic
- Designed a dynamic game board with automated win detection based on predefined conditions