

AHMED IRTIJA

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SUMMARY

- As a Software Engineer and Project Manager, I have two years of experience specializing in workflow automation. Expertise in C/C++, Python, and Swift, with a strong track record of developing Python scripts, AI models, Web Application, and iOS apps. I am committed to enhancing workflow through automation in any role, while continuously developing and showcasing my technical proficiency within the industry.

SKILLS

- Python
- Swift
- C/C++
- C#
- JavaScript
- HTML
- CSS
- Java
- PostgreSQL
- React
- Node.js
- Git
- Github
- SQLite
- Google Cloud Platform
- Ubuntu
- Firebase
- Bitbucket
- Jira
- Confluence
- Unity
- Linux
- Operating Systems Structure
- Computer Networks
- Web Development
- App Development
- Game Development

EDUCATION

University of California, Davis

Bachelor's Degree, Computer Science

September 2022 - June 2024

WORK EXPERIENCE

UC Davis EcoCAR

Davis, CA, USA

Project Manager/Software Engineer

2022 - 2024

- Managing a team of 5 Software Engineers, to improve workflow automation across 21 sub-teams within the organization.
- Designed and deployed 2 web-based dashboards for the onboarding process using HTML, CSS, PostgreSQL, Node.js, and other web technologies. Streamlined deployment by containerizing with Airflow and Docker, cutting deployment time by 45%.
- Created Python scripts that automated 85% of the onboarding process, 15% of which was running the script manually; leveraging Google API and DocuSign API to optimize data management, form submissions, and email notifications.
- Reduced onboarding paperwork and manual tasks by 75%, resulting in a 80% increase in team size due to faster onboarding and reduced wait times. Team size grew from 182 members when I joined to 328 current members.

PROJECTS

TuneIn - [Link to project](#)

- An iOS app using SwiftUI, Spotify API, MapKit, and Firebase, enabling users to connect through music by viewing a map of Spotify users nearby, displaying live updates on their music, and exploring profiles to discover others' music tastes and vibes.

Game Website - [Link to project](#)

- A responsive website featuring three separate games using HTML, CSS, and JavaScript, including the integration of an open-source game for interactive gameplay.

AI Project - [Link to project](#)

- A website utilizing a machine learning model to analyze food allergen data and notify users of major allergens; enhanced model accuracy using Jupyter Notebook and Python libraries, and integrated the most accurate model for an improved user experience.