Ahmed Irtija

Software Engineer

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Summary

I am a Software Engineer and Project Manager with two years of experience specializing in workflow automation and software development. I have expertise in C/C++, Python, and Swift, with a strong track record of developing Python scripts, AI models, web applications, and iOS apps. I am seeking an opportunity to apply these skills and learn new ones in a professional setting.

Skills

- Python
- Swift
- C/C++
- C#
- JavaScript
- HTML
- CSS
- Java
- PostgreSQL
- SQLite

- Wireshark
- Angular
- React
- Node.js
- Git/Github
- Google Cloud Platform
- Ubuntu
- Firebase
- Bitbucket
- Jira
- Confluence
- Unity
- Linux
- Docker

- Network Security
- Security frameworks, controls, design principles
- Operating Systems Structure
- Computer Networks
- Web Development
- App Development
- Game Development
- Customer Service
- Management
- Microsoft Office Suite
- Google Suite
- Team management
- Leadership
- Communications

Work Experience

September 2022 - June 2024

UC Davis EcoCAR
Software Engineer
Davis, CA

- 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, 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.

August 2019 - May 2021

TJ Maxx
Front Coordinator
Tarzana, CA

- Lead member of the front
- Trained new cashiers and managed transactions and daily goals
- Dealt with any customer issues with a customer first mindset

Education

December 2024 - April 2025

Google Cybersecurity Certificate from Coursera
Los Angeles, CA

September 2022 - June 2024

University of California, Davis
Bachelor's in Computer Science
Davis, CA

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.

PunchHell Game - *Link to project*
- A Unity powered Touhou Style Danmaku game created using C#, where the player is stationed on a stage that might appear to be scrolling vertically as enemies spawn on the screen and approach the player's character on the stage. Using many familiar assets and Unity's tools, we managed to create a six level game with an immersive storyline and intense gameplay.

3D Model in WebGl - *Link to project*
- A JavaScript project that utilized WebGl's abilities to produce any 3D model with the correct geometry on the HTML file. Using a JSON file for any models, this project can recreate it with lighting and a camera for the user to view. Models can be viewed using different types of shaders as well.

BookTalk app - *In Progress*
- My personal iOS app project that I am building using Swift with API's such as Firebase, Cloudinary, and Google Cloud Platform. The purpose of this app is to connect book readers with others who are as enthusiastic about reading as them and hold each other accountable through group chats and timing their reading session. With the ability to choose a book to read through the search page in the app using the Google Books API.