Ahsan Kazmi
kazmi.r.ahsan@gmail.com
Site: https://Ahsan-R-Kazmi.github.io
GitHub: https://github.com/Ahsan-R-Kazmi

OBJECTIVE

Recent graduate from the University of California, Los Angeles (UCLA). Seeking an entry level or internship software engineering position.

EDUCATION

University of California, Los Angeles – Los Angeles, California (Sep. 2012 – Jun. 2016)
Bachelor of Science (B.S.), Chemical and Biomolecular Engineering
GPA: 3.71/4.00 (Graduated *cum laude*)

CERTIFICATIONS

Free Code Camp (October 2016 – January 2017)
Front End Web Development Certification: 400 Hour Program, Computer Software Engineering

RELEVANT COURSEWORK

- Introduction to Computer Science (CS 31 - UCLA)
- Data Structures and Algorithms (CS 32 - UCLA)
- Computer Organization (CS 33 - UCLA)
- Google Android Development (COM SCI X 418.104F – UCLA Extension)

TECHNICAL SKILLS

- Programming: C, C++, Java, JavaScript, HTML5, CSS, Matlab, Microsoft Visual Studio, Android Studio
- Operating Systems: Windows, Linux
- Microsoft Office: Excel, PowerPoint, Visio, Word

PROJECT AND WORK EXPERIENCE

Android Scientific Calculator Application
Independent Software Engineering Project (November 2016 – January 2017)

This project involved creating a scientific calculator application for Android devices using Android Studio. The user interface was designed using XML, and the calculator was programmed using Java. The input to the calculator is a string that is displayed in real time on the screen as it is entered. Once the user wishes to compute the string, it is parsed according to the Shunting Yard Algorithm to create a queue of strings in postfix notation, which can be more easily computed according to the conventional rules on the order of mathematical operations.

Simon Game
Project for Free Code Camp (October 2016 – January 2017)

This project involved creating a web application game by reverse engineering the classic 1980s Simon. The graphical user interface was designed using HTML5, CSS, and the Bootstrap framework. JavaScript and the jQuery library were used to run the game and make it interactive by allowing the user to see the sequence of buttons to be pressed for each level and then awaiting user input in the form of button clicks in the correct sequence.

GoonieBlast (CS 32 Project 3)
Class Project at University of California, Los Angeles (June 2015 – August 2015)

This project involved developing a video game, GoonieBlast in C++. The focus was on creating encapsulated object oriented classes for various objects in the game, such as the player, enemy robots, items (ammo., health, gems, etc.), and the maze through which the player traverses. It was also necessary to design and implement an interface for progressing through levels and sub-levels within the game.

Student Research Program in Microbiology, Immunology, and Molecular Genetics
University of California, Los Angeles (October 2014 - December 2014)

Was trained in using Relion while working in Professor Hong Zhou's laboratory. Relion is a software used for the data processing of images of microorganisms obtained through electron microscopy.

HONORS AND AWARDS

2012	Valedictorian, La Sierra High School, Riverside, CA
2012	National AP Scholar
2012-2014	UCLA School of Engineering Dean's Honors List
2016	Graduated *cum laude*