Ahsan-R-Kazmi.github.io

# AHSAN KAZMI

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## EDUCATION

**Los Angeles, CA** **University of California, Los Angeles** **Sep. 2012 - June 2016**

- Bachelor of Science (B.S.), Chemical and Biomolecular Engineering. GPA: 3.71/4.00 (Graduated *cum laude*)
- Relevant Coursework: Intro to Computer Science (C++), Data Structures and Algorithms, Computer Architecture, Google Android Development

## CERTIFICATIONS

**Online** **Free Code Camp** **Oct. 2016 - Jan. 2017**

- Front End Web Development Certification: 400 Hour Program, Computer Software Engineering

## PROJECT AND WORK EXPERIENCE

**Android Alternative Fuel Station Finder**

**Independent Software Engineering Project** (Jan. 2016 - Feb. 2017)

- An alternative fuel station finder for Android devices created using Android Studio, Java, and XML.
- Search is conducted by inputting an address or using the user's current location.
- Fuel station data is obtained in the form of JSON from the NREL database and parsed accordingly to provide a list of fuel stations along with a map of fuel station locations for the user to view.
- Various settings, such as fuel station type, distance from the user, etc., can be modified to adjust results.

**Android Scientific Calculator Application**

**Independent Software Engineering Project** (Nov. 2016 - Jan. 2017)

- Scientific calculator for Android devices created using Android Studio, Java, and XML.
- Input string to the calculator is parsed per the Shunting-yard algorithm to create a queue of strings in postfix notation, which can be more easily computed per the conventional order of mathematical operations.

**Simon Game**

**Project for Free Code Camp** (Oct. 2016 - Jan. 2017)

- A web application game based on the 1980s Simon in which the user is presented with a sequence in the form of button clicks that must be remembered and input correctly to advance to the next level.
- Developed using HTML5, CSS, JavaScript, the jQuery library, and the Bootstrap framework.

**GoonieBlast**

**Class Project at University of California, Los Angeles** (June 2015 - Aug. 2015)

- Developed a video game, GoonieBlast using C++ and the principles of object oriented programming.
- Designed and implemented an interface for progressing through levels and sub-levels within the game.
- Created 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.

## ADDITIONAL EXPERIENCE AND AWARDS

- **Mozilla Open Source Project** (2017)**:** Contributed to fixing bugs in the Firefox browser. Wrote patches in JavaScript and submitted them into the code base using Mercurial and MozReview.
- Graduated *cum laude* (2016)
- UCLA School of Engineering Dean's Honors List (2012 - 2014)
- Valedictorian, La Sierra High School, Riverside, CA (2012)
- National AP Scholar (2012)

## LANGUAGES AND TECHNOLOGIES

- C++; C; Java; JavaScript; HTML5, CSS; SQL; JSON; XML; MATLAB
- Android Studio; Microsoft Visual Studio; IntelliJ IDEA; WebStorm; Windows; Linux