

AIDAN IBRAHIM

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EDUCATION

Bachelor of Computer Science, University of Maryland, Baltimore County, GPA: 3.13

Expected May 2026

Relevant Coursework: Data Structures, Artificial Intelligence, Discrete Math, Statistics, Linear Algebra

SKILLS

- **Languages:** C++, Python, LiSP, x86 Assembly, MATLAB
 - **Frameworks/Libraries:** Pandas, PyGAD, NumPy
 - **Software:** VScode, PuTTY, Git, MSYS2, MS Office
 - **Other:** Agile/Scrum, Data Visualization, Office Technology, Sales, Business Analytics
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EXPERIENCE

Sales Associate, ZAAF

Jan 2024 - Present

- Designed and implemented a company **timesheet and payroll system** that was successfully adopted by **100%** of location staff
- Created detailed **sales reports** analyzing business performance and identifying trends
- Operated efficiently in a **high-security environment**, demonstrating thorough knowledge of regulations
- Maintained **top 3 ranking** in sales performance as well as holding the record for **highest hourly sales** over a pay period

Sales Associate, Office Depot

May 2022 – Jan 2024

- Maintained knowledge current technological advancements and solutions to provide tailored **hardware and software** recommendations to clients
 - Procured and processed digital orders for shipping, ensuring timely and accurate fulfillment
 - Aided in achieving a **\$2,000** charitable donation goal for school supplies, benefiting a local **Title-1 school**
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PROJECTS

Dominoes Game and AI Agent (Python) ([GitHub](#))

- Programmed a fully functional dominoes game with multiple **custom AI agents**
- Developed data export to Excel functionality to assess agent performance and compare results from **millions of simulated games**
- Engineered a genetic algorithm based agent training suite leading to agent win rate improvements of **6% overall**
- Remodeled graphical and logical operations, enhancing simulation speed to **3,300 games per second** for certain agents
- Achieved a **57% win rate** for the top-performing agent against a random opponent

Wireless Power Tree Database (C++) ([GitHub](#))

- Implemented **Binary Search**, **AVL**, and **Splay Trees** from scratch with significant optimizations, leading to better asymptotic performance
 - Enabled seamless automatic **database restructuring** without allocating new memory
 - Developed a comprehensive suite of **23 unit tests** to validate edge cases and assess performance
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