

Ali Khachab

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EDUCATION

New York Institute of Technology (NYIT)

September 2022 - June 2025

B.S. Computer Science | GPA: 3.9/4.0

NSF FASTRAC Scholar (https://www.nyit.edu/engineering/fastrac_scholars)

Bard High School Early College Queens

September 2018 - June 2022

Associate's Degree in the Liberal Arts from Bard College

Relevant Courses:

Calculus 1, Calculus 2, Object Oriented Programming, Data Structures, Discrete Math, Linear Algebra, Computer Organization and Architecture

EXPERIENCE

NYC Sustainability Research Project – UREP

October 2023 - June 2024

- Proposal to research New York City's sustainability alongside three other teammates with NYIT'S Undergraduate Research and Entrepreneurship Program (UREP) approved. Using NYC Open Data to develop a data visualization tool with Python.

Freelance Graphic Design – eSports Branding (<https://behance.net/theslime>)

April 2021 - June 2023

- Collaborated with several eSports teams, professional Smash Bros. players, and fighting game tournament organizers to release graphics that can be used as branding, ex. livestream overlays, social media headers, advertisements, etc.
- Took commissions through social media and collaborated with those clients to provide improved looks for their profile.
- Received positive feedback from clients who commissioned large products in tight deadlines. To contact organizers of these tournament series, please email jacob.yoast@gmail.com.

Middle/High School Tutor – MathMatters Inc.

June 2021 - September 2021

- Tutored middle and high school students in subjects such as math and English. Assisted middle school and high school students in preparation for the SHSAT and SAT respectively.

PROJECTS

Twitch Chat Bot - Python (<https://github.com/AliKhachab/twitchBot>)

September 2023 - Present

- Developing a bot that can read and write messages from a Twitch livestream chat using the twitchio library. Currently can read Twitch chat messages following a prefix '?' and respond to basic commands such as promoting social media.

Yahtzee Singleplayer Simulation - Java (<https://github.com/AliKhachab/YahtzeeSingleplayerSimulation>)

Spring 2023

- Created a singleplayer simulation of the board game *Yahtzee* in Java for my Programming II final project using the Java Swing and AWT libraries and object oriented programming.

Mancala Python Console Game - Python

Spring 2022

- Programmed a version of the board game *Mancala* which could be played exclusively in the Python console. Also programmed a basic computer player by letting the program pick a random valid move.

Poker Hand Calculation Algorithm - Python (<https://github.com/AliKhachab/Poker-Hands-Project>)

Spring 2022

- Created a program which could take a Poker Hand and analyze the strength of that hand or compare it to the strength of other hands. The cards could also be drawn from a pseudorandom Deck class.

SKILLS

Programming Languages: Python 3, Java

Technologies: Git

Other: Intermediate Photoshop (for branding), intermediate Spanish, intermediate Mandarin Chinese, typing (140+ WPM)

AWARDS

Presidential Honor List

Fall 2022, Spring 2023

- This award is given to students who have achieved a GPA of 3.70 or higher in that semester.
<https://meritpages.com/Ali-Khachab/7406353>