

# Ali Khachab

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## EDUCATION

### New York Institute of Technology (NYIT)

September 2022 - June 2025

B.S. Computer Science | GPA: 3.92/4.0

NSF FASTER Scholar ([https://www.nyit.edu/engineering/fastrac\\_scholars](https://www.nyit.edu/engineering/fastrac_scholars))

#### Relevant Courses:

Calculus 1, Calculus 2, Object Oriented Programming, Data Structures, Discrete Math, Linear Algebra, Computer Organization and Architecture, **Calculus 3, Operating Systems, Statistics for Computer Science, Theory of Computation**

## EXPERIENCE

### NYC Sustainability Research Project – UREP

October 2023 - Present

- Conducted 4 literature reviews on NYC Open Data's significance on programming and influence in New York State.
- Working to improve a Python/React program that displays a heat map of imported NYC Open Data JSON files from 2000-2023, using a Flask server.

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

April 2021 - June 2023

- Collaborated with several eSports teams, players, and fighting game tournament organizers to release graphics that can be used as branding, ex. livestream overlays, social media headers, advertisements, announcements, etc., driving up engagement by 15% on average.
- Collaborated with social media clients to provide online branding, seeing 10% increases in engagement on average.
- 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](mailto:jacob.yoast@gmail.com).

### Middle/High School Tutor – MathMatters Inc.

June 2021 - September 2021

- Tutored around 20 middle school and 10 high school students in subjects such as math and English in preparation for the SHSAT and SAT, respectively.

## PROJECTS

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

September 2023 - Present

- Engineering a responsive Twitch livestream chat bot leveraging the twitchio library; programmed the bot to parse messages, identify commands with the '!' prefix, and respond to basic inquiries, being able to tolerate many commands from around 10 people at once.

### Fancy Counter - HTML5/CSS, JavaScript (<https://github.com/AliKhachab/BasicCounterApp>)

January 2024

- Programmed a counter web app as a beginner frontend project that has important CSS functionality, such as animations, media queries, flexbox, etc. It also follows important HTML standards, like BEM notation.
- Used JavaScript for user interaction with the counter, such as disabling it after exceeding limits and editing classes.

### Editor Web App Frontend - HTML5/CSS (<https://github.com/AliKhachab/EditorWebApp>)

December 2023

- Developed a basic HTML5/CSS frontend

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

Spring 2023

- Created a single-player simulation of the board game *Yahtzee* in Java for my Programming 2 final project using the Java Swing and AWT libraries, as well as object oriented programming.

## SKILLS

**Programming Languages:** Python 3, Java, HTML5/CSS, JavaScript

**Technologies:** Git, GitHub

**Other:** Intermediate Photoshop (for branding), intermediate Spanish, intermediate Mandarin Chinese, typing (150+ WPM)

## AWARDS

### Presidential Honor List

Fall 2022, Spring 2023, Fall 2024

- 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>