

ANON RAHMAN

Alexandria, Virginia

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Education

George Mason University

Bachelor of Science in Computer Science

Aug. 2021 – May 2025

Fairfax, Virginia

Relevant Coursework

- Object Oriented Programming
- Data Structures
- Systems Programming
- Formal Methods and Models
- Math: Calculus, Linear Algebra, Discrete Mathematics

Experience

Microsoft + NASA Space Education Program

May 2023 – July 2023

Hackathon Participant

Remote

- Utilized Microsoft's AI technology and NASA data, alongside geospatial analysis libraries such as rtree, shapely, numpy, and fiona to analyze offshore windmill data.
- Developed algorithms to calculate nearest distances and bounding box ratios as inputs for the wind turbine detection model.
- Leveraged machine learning methodologies, employed TensorFlow to train and fine-tune the model.
- Through strategic optimization techniques including scaling and oversampling, significantly improved the accuracy rate from 88.03% to 99.57%.

George Mason University

April 2022 – present

Classroom Support Technician

Fairfax, Virginia

- Provide expert technical support to faculty, staff, and students in all classroom environments, ensuring all AV (Audio Visual) and related equipment are fully operational and properly functioning.
- Collaborate with other technical teams across campus to troubleshoot and resolve complex technical issues and to ensure the highest levels of service quality.
- Ensure classrooms and AV equipment are always in proper working order by performing routine maintenance and testing.

Projects

Spotify Clone | *React, Next.js, TypeScript, Tailwind CSS, Supabase*

July 2023

- Developed a fully functional spotify clone web application using React, Next.js, and Tailwind CSS.
- Integrated Supabase as the database system to store user profiles, playlists, and favorite tracks, optimizing data storage and retrieval for improved app performance.
- Implemented search optimization using Debounce techniques to enhance performance and provide real-time search results as users type.

Shell Task Manager | *C, Linux*

March 2023

- Developed a Task Manager shell interface in C with built-in instructions for executing and managing tasks, simulating the functionality of a typical Linux shell.
- Implemented background and foreground execution of tasks, allowing users to multitask while tasks are running or wait for their completion.
- Utilized signals to suspend, resume, or terminate running processes, ensuring smooth control and monitoring of task execution.

Algorithm Visualizer | *Java, Java Swing, Eclipse*

March 2021

- Built Java application with a GUI, for visualizing multiple algorithms being processed.
- Implemented algorithms such as Bubble Sort, Heap Sort, Quick Sort, etc.

Technical Skills

Languages: Python, Java, C, C#, HTML/CSS, JavaScript, TypeScript, Supabase, PostgreSQL, Git

Developer Tools: VS Code, IntelliJ, Eclipse, GitHub, JupyterLab, Unity

Technologies/Frameworks: React, Next.js, Node.js, Unix, JUnit, Microsoft Office

Soft Skills

Abilities: Communication, Troubleshooting, Problem Solving, Project Management, Strong Analytical Thinking

Achievements

Awards: Recipient of the Amazon InCommunitites Scholarship