

ANON RAHMAN

Alexandria, Virginia

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Education

George Mason University

August 2021 – May 2025

Bachelor of Science in Computer Science

Fairfax, Virginia

Relevant Coursework: Data Structures, Algorithms, Object Oriented Programming, Operating Systems, Systems Programming, Calculus, Linear Algebra, Statistics, Discrete Mathematics

Awards: Recipient of the Amazon InCommunitites Scholarship

Experience

NASA L'Space Program

Feb 2024 – June 2024

Incoming Apprentice

Remote

Lucky Kids Studio

Sep 2023 – present

Developer/Co-Founder

Remote

- Co-founded Lucky Kids Studio, leading 2 other developers, while managing project execution and delivery.
- Developed and released an action web browser game called Slime Slicer reaching 100+ plays.
- Created on the Godot engine using GDScript, implementing concepts such as abstraction and composition.
- Achieved 3x increase in frame rate while concurrently reduced 80% of reported bugs.

Microsoft + NASA Space Education Program

May 2023 – July 2023

Researcher

Remote

- One of 20 students selected in researching the identification offshore windmills.
- Formatted and geospatially organized 500+ windmill data points in terms of area, shape, distance, etc.
- Constructed a neural network called Sequential utilizing TensorFlow, Microsoft's AI technology, and NASA's SAR data.
- Improved machine learning model's accuracy rate from 88.03% to 99.57% through optimization techniques.

George Mason University

April 2022 – present

Classroom Support Technician

Fairfax, Virginia

- Provided technical support to faculty, staff, and students in all classroom environments.
- Performed routine maintenance and testing on classroom AV equipment, troubleshooting any occurring issues.
- Successfully generated and resolved 10+ support tickets weekly using the Team Dynamix software.

Projects — Github

Listenify | *NextJS, TypeScript, TailwindCSS, Supabase, Vercel*

- Built a fully functional music website using NextJS and TailwindCSS (deployed on Vercel + AWS) allowing users to login, browse, upload, and play songs.
- 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 provide real-time search results as users type.

Youtube to Karaoke | *NextJS, TypeScript, TailwindCSS, FastAPI, AWS, Docker*

- Developed a user-friendly frontend using Next.js and TailwindCSS, enabling users to easily input YouTube links for karaoke audio file conversion.
- Created a robust backend with FastAPI, incorporating the Spleeter library for vocal removal and FFmpeg for audio processing, ensuring efficient and accurate conversion.
- Dockerized the application for seamless deployment and hosted it on AWS EC2, providing a reliable and scalable platform for users to access the YouTube to Karaoke Converter.

Super Mario Bros AI | *Python, Pytorch*

- Developed RL artificial intelligence using PyTorch to play Super Mario Bros.
- Conducted thorough training with 400 episodes using the DDQN (Double Deep Q-Network) algorithm.
- Incorporated frame stacking and grayscaling techniques to further expedite model training.

Shell Task Manager | *C, Linux*

- Developed Task Manager shell interface in C using Linked Lists.
- Optimized code by creating 10+ helper functions to significantly reduce code and facilitate readability.
- Implemented features to start, stop, and kill processes directly from the task manager using signals.

Skills

Languages: Python, Java, C/C++, HTML/CSS, JavaScript, TypeScript, SQL

Technologies/Frameworks: React, Next.js, Node.js, AWS, Docker, Linux/Unix, Tensorflow, Pytorch, Keras, Agile

Cloud Technologies: AWS, GCP, Supabase, Vercel