

ARHAM TAHIR

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SUMMARY OF HIGHLIGHTS

- **Programming Languages:** C, C++, Java, Python, Rust, SQL, Assembly, HTML/CSS, Javascript
- **Frameworks/Libraries:** React, NodeJS, MySql, Docker, Numpy, OpenCV
- **Developer tools:** Git, Linux, WSL, phpMyAdmin, XAMPP, VS Code.

EDUCATION

Bachelor of Science – Computer Science

Sept. 2023 – Apr. 2027 (est.)

University of Calgary

- Relevant Coursework: Discrete Mathematics, Computing Machinery, Object-Oriented Programming, Data Structures & Algorithms, Database Management Systems, Software Engineering.

WORK EXPERIENCE

Tutor, *kumon*

Nov. 2023 – Current

- Provided one-on-one and group tutoring in math and reading for students ranging from early elementary to high school.
- Assessed student progress and adapted learning strategies to improve understanding and retention.
- Collaborated with instructors and parents to track academic growth and set personalized learning goals.

Computing Solution Advisor, *Best Buy*

Oct. 2024 – Feb. 2025

- Advised customers on computing products and services, aligning recommendations with individual needs and budgets.
- Supported troubleshooting and technical inquiries, improving customer satisfaction and repeat business.

PROJECTS

AeroTracker | *HTML, CSS, MySQL, PHP*

- Developed a peer-to-peer flight and seat swapping platform using HTML, PHP, and MySQL.
- Designed tools for real-time flight tracking and customer management.
- Integrated MySQL and external APIs to enable real-time updates of available flights

Bounty.Fun | *TypeScript, React, Rust*

- Built a decentralized application for posting and completing on-chain bounties using the Solana blockchain.
- Built modular UI components with React and Tailwind CSS.
- Used PDAs to manage secure on-chain user data and transactions history.
- Utilized IPFS to store and retrieve decentralized files associated with each bounty, ensuring tamper-proof content delivery.

AI Game Control Assistant | *Python, YOLOv8, OpenCV, Spotify API*

- Developed a real-time computer vision assistant that detects in-game combat using a custom-trained YOLOv8 model.
- Integrated screen capture and object detection to classify enemy presence live across multiple monitors.
- Synced enemy detection with Spotify Web API to dynamically pause/resume or adjust volume based on combat state.