

ARIB AHMED

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INFORMATION TECHNOLOGY ENGINEER

Career Profile

Information Technology Engineer with 1-2 years experience working as a technician for over 3 companies as an intern, employee, and freelancer. Repaired 100's of devices including desktops, laptops, mobile devices, and gaming devices. Have over 8 years of experience tinkering on personal devices with 5 years of Programming Experience. Gained mastery of both Google Workplace and Microsoft Office.

Core competencies including Computer Repair, Software Installation, Troubleshooting, Network Servers, Website Databases, Virus Protection, Code Debugging, Programming Concepts, and Customer Service.

Work Experience

Information Technology Head | ASDynamics (9/20 - Present)

- Working as the head of IT in this Student Made Start Up. Worked on daily tech support issues for around 10 employees using Remote Access software, while also working on Writing and Debugging code for over 3 different upcoming Softwares and Applications.

IT Technical Support Specialist | ResNet ITS, UC Santa Cruz (9/20 - Present)

- Was responsible for assisting over 3,000 campus residents with connecting to the Campus Network, Troubleshooting Network or OS issues, Performing Hands-on Technical Support for Student Owned Devices, etc.

Laboratory Technician Intern | UL Laboratories (6/20 - 8/20)

- Worked closely with UL's Engineering staff to perform required 100's of laboratory tests necessary on Wireless Phones, Computers, Keyboards, and Headphones to retrieve Test Data relating to WiFi, Bluetooth, and Mobile Data, and exporting it into a Lab Report.

Projects

CPU Delid:

- Removed the lid of a CPU using a vise and cleaned the internals for better temperatures under load. This took precise knowledge of a CPU's resistors, capacitors, and heat transfer.

BattleBoots:

- Created the Hasbro Game BattleShip in the programming language C using a FPGA microchip. Creation of this game required an immense knowledge of C's memory usage, state machines, and display output.

Rainbow Road:

- Used verilog to create a similar game to Mario Kart's level, Rainbow Road. Developing this game took knowledge of logic gates, combinational flip flops, state machines, and FPGA vga output.

Education

University of California, Santa Cruz (UCSC) Santa Cruz, California

Jack Baskin School of Engineering:

Bachelor of Arts: Network and Digital Technology (2018 - Expected: 3/2021)