ARIB AHMED

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Education:

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

Bachelor of Science: Computer Engineering (Computer Systems Concentrated) **Expec. Grad:** *June 2021*

Projects:

Rainbow Road:
- Used verilog to create a similar game to mario kart's infamous level, rainbow road. Developing this game took knowledge of logic gates, combinational flip flops, state machines, and FPGA vga output.

Battleboats:
- Developed the entire game of BattleBoats on an FPGA board. Required an immense study of C's pointers, state machines, and the FPGA Oled display.

Caesar Cipher:
- Developed a caesar cipher entirely in Assembly, with some aspects of machine language.

Work Experience:

Conference Services Intern | University of California, Santa Cruz (6/19 - 9/19):
- Worked as a front desk customer service representative for the university
- Coded key cards for rooms using software programming.
- Frequently worked as tech support to fix technology around the office.

Programming Intern | University of California, Berkeley (7/18):
- Developed simulations using trains and cities as a three day programming experience.

IT Intern | Silicon Valley Education Foundation (6/16 - 8/16):
- Worked as a summer intern for the nonprofit company.
- Frequently worked jobs with the IT manager for experience.
- Increased knowledge of office and work life.

Skills:

- Highly Experienced with Windows OS
- Experience in IT Tech Support
- Computer Building Experience
- Coding Experience:
	- C, Python, Assembly, Verilog, Java, some experience in Machine Language
- Electrical Engineering:
	- Breadboards, millimeters, oscilloscopes, signal generators, etc.
- Google Slides, Sheets, Docs
- Video Editing(Adobe Premier) / Photo Editing(Adobe Photoshop)