

ARIB AHMED

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Skills:

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

Work Experience:

IT Technical Support Specialist | ResNet ITS (9/20 - Present):

- Was responsible for assisting campus residents with connecting to the campus network, troubleshooting network or OS issues, and performing hands-on technical support for student owned devices.

Laboratory Technician Intern | UL Laboratories (6/20 - 9/20):

- Worked closely with UL's Engineering staff to perform required laboratory tests necessary on wireless devices to deliver the fastest, highest quality and most customer-friendly service possible.

Conference Services Intern | University of California, Santa Cruz (6/19- 9/19):

- Coded key cards for rooms using software programming, and frequently worked as tech support to fix technology around the office.

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.

Battleboots:

- 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.

Education:

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

Bachelor of Arts: Network and Digital Technology (9/18 - Present)