

Jawad Ali

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Seeking a summer 2024 internship in software engineering to utilize my development and cybersecurity talents while receiving real-world industrial experience.

Education

Bachelor of Science in Software Engineering With A Minor in Cybersecurity Expected in May 2027

Iowa State University at Ames, IA

- 3.55 GPA
- Dean's List December 2023
- Lois Dale Scholarship Recipient
- Jacobson Foundation Science Bound Scholarship Recipient
- Extracurricular Activities: Science Bound, Data Science Club, Web Development club, Collegiate competitor in Gaming & Esports Club

Professional Experience

Software Engineering Peer Mentor

Iowa State University, Ames, IA

August 2023 - Current

- Counseled incoming students individually to assist in overcoming obstacles, make proper choices to stay focused and adjust to college life.
- Assessed students' knowledge, comprehension, and study habits to track progress and set realistic goals.
- Met mentee formally, informally, in-person and virtually to offer support.
- Shared resources, opportunities, and activities to support mentee's learning and development.

Science Bound Host

Science Bound, Ames, IA

August 2023 - Current

- Hosted Science Bound Saturdays, engaging middle and high school students in STEM activities.
- Supported students' educational journeys and interest in STEM fields.
- Contributed to a pre-college program aimed at preparing diverse students for careers in agriculture, science, technology, engineering, and mathematics (ASTEM).

Camp Educator

Science Center of Iowa, Des Moines, IA

May 2023 - Current

- Collaborated with adults and children to provide safe and educational experience.
- Built relationships and communicated with parents to provide best learning environment for children.
- Developed and implemented engaging lesson plans to keep learner attention.
- Chose materials and developed lesson plans to enhance skills for individual students.

Projects

Snake Game (Java)

- Developed a classic Snake game in Java, implementing logic for snake movement and collision detection.
- Designed the visual components and ensured smooth gameplay mechanics.
- Worked collaboratively to refine the game's features and enhance user experience.

Maze Navigation Using DS4 Controller (C)

- Created a maze navigation game using C, controlled via a DualShock 4 (DS4) controller.
- Implemented controller integration and programmed game logic to navigate through the maze.
- Collaborated with team members to test and optimize the game.

Bowling Game (Java)

- Designed and developed a bowling game in Java, focusing on player turn management and score calculation.
- Implemented the game's core mechanics, including lane conditions and score tracking.
- Collaborated with peers to troubleshoot and enhance the game's performance.

Skills

- **Java, C programming, Algorithms, Circuits**
- **Source and Version Control: Git, Github**
- **Microsoft Office**