

ALY HUSEIN

Computer Engineer

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New York City, NY

WORK EXPERIENCE

SOFTWARE ENGINEERING INTERN

L3HARRIS TECHNOLOGIES

05/2018 - 08/2018 05/2019 - 08/2019

Rochester, NY

Sixth largest defense contractor in the world, specialized in surveillance solutions, microwave weaponry, and electric warfare

- Acquired knowledge of working in Agile environment with applications like JIRA, Bitbucket, and Jenkins
- Developed a bash script to use in a Jenkins poll SCM to integrate DevOps applications and facilitate troubleshooting process
- Gained experience using Kubernetes through a tutorial to create a Kubernetes cluster with a single node, pod, and container called Minikube and deployed it
- Built and maintained a high-speed network between 4 PCs, 2 servers, an NI chassis and 2 Network Attached Storages
- Built a neural network with coworker used to identify certain objects from satellite images

WEB DESIGNER

THE NATIONAL LIGHTHOUSE MUSEUM

05/2017 - 08/2017 Staten Island, NY

Monumental landmark dedicated to the history of lighthouses

- Revamped the Museum's website on WordPress using HTML and CSS boosting efficiency and user experience, increasing website traffic by 10%

APPRENTICE

ZAHN INNOVATION CENTER

09/2017 - 02/2018 New York City, NY

Entrepreneur incubator transforming startups into sustainable ventures

- Built an "Electronic Pill Box" product using Arduino Nano that alerts user when pills are out and alarms when it's time to take medication
- Created a "Guest Greeting Robot" product using Arduino Uno that uses sensors to detect movement near the entrance then it waves and smiles
- Second place at Hardware Hackathon for inventing "E-cow" product, it collects Methane-filled-air in barns, extracts pure methane as a fuel, and converts it into electricity

Projects

XTREME RACERS

SENIOR DESIGN PROJECT

Arcade racing game made with Unity where you race against an AI while collecting coins to purchase upgrades

- Designed maps using sprites and placed all components related to the race on the road (Coins, Nitro Boosts, Traps)
- Performed testing on components to ensure proper functionality
- Executed diagnosis and troubleshooting on AI and Car Controller issues
- Programmed scripts in C# to control AI cars movements, user car controls, and checkpoint system

EDUCATION

BACHELOR OF COMPUTER ENGINEERING

CITY COLLEGE OF NEW YORK

02/2016 - 12/2020

GPA

3.1 / 4.0

Skills

C++	Java	Python	HTML	CSS
JavaScript	Unity Game Development			
C#	Jenkins	JIRA	BitBucket	
GitHub	Microcontrollers		Quartus	
Electric VLSI Design System			VHDL	
Microsoft Office		Photoshop		
Amazon Web Services (AWS)				C

AFFILIATIONS

President, Institution of Electrical and Electronics Engineers at CCNY

03/2018 - 05/2019

Media & Communications Chair, Engineers Without Borders USA CCNY

03/2017 - 08/2018

Soccer Player, CCNY Beavers Soccer Team

08/2016 - 09/2017

DODGER KING

PERSONAL GAME

Game made through unity with mechanics similar to Flappy Bird

- Opted for a simple and fun user interface
- Coded scripts to handle movement and triggers when bodies collide
- Coded script to increment score and move to game over scene on collision