Adnan Adam

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Education

University of Minnesota — Minneapolis, MN Expected May 2026

Bachelor of Arts in Computer Science *GPA: 3.6*

- *Relevant Coursework*: Algorithms and Data Structures, Machine Architecture & Organization, Program Design and Development, Advanced Programming Principles, Introduction to Operating Systems

Technical Skills

Programming Languages: SQL, Java, Python, C, OCaml, Node.JS, JavaScript, HTML, C++, Assembly
Software: Git, VS Code, IntelliJ, PyCharm, VMWare

Work Experience

Software Engineer Intern July 2024 – Present

Headstarter AI *San Francisco, CA*

- Built and deployed 5 AI projects within 5 weeks, reaching 1,000 users in the last 2 weeks.
- Utilized SQL for data extraction, transformation, and analysis to inform AI development.
- Enhanced data presentation skills through the creation of detailed reports and interactive dashboards.
- Applied machine learning algorithms to analyze datasets, develop predictive models, and identify trends.
- Participated in hackathons and collaborative data-driven problem-solving sessions.

Undergraduate Teaching Assistant Jan 2024 – Present

Data Structure and Algorithms *Minneapolis, MN*

- Guided a cohort of over 100 students in foundational Python concepts, meticulously tracking their academic progress and performance throughout the semester.
- Facilitated multiple weekly office hours and lab sessions, providing individualized support and in-depth explanations to deepen student understanding of complex programming concepts and course material.
- Coordinated group study sessions and peer-led review workshops to foster collaborative learning and enhance problem-solving skills among students.

Projects

2D Array - CHESS Game | *Java*

- Created a Java-based chess game with a 2D array, blending a love for chess with hands-on experience in crucial algorithms.
- Meticulously tested every aspect using JUnit to guarantee the game's reliability.
- Utilized the IntelliJ IDE throughout the development, crafting a robust 2D array chess project in a Data Structures and Algorithms course.

Spell Check Program | *C, Assembly*

- Developed a C-based Spell Check Program, implementing a hash table data structure with dynamic memory management and file I/O.
- Utilized a Makefile for efficient code compilation and automated testing, ensuring functionality and correctness.
- Implemented a command-line interface for dictionary manipulation, spell-checking text files, and supporting optional command-line arguments.

Leadership & Activities

National Society of Black Engineers, CodePath ICP, Inroads