Murtaza Amjad

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EDUCATION

University of New Haven — **West Haven, Connecticut**

B.S. in Computer Science — *Expected Graduation, May 2026*

- **Concentrations:** General
- **GPA:** 3.56/4.00, *Dean's List*
- **Related Coursework:** Data Structures & Algorithms, Databases & SQL, , Operating Systems, Algorithm Design & Analysis, Advanced Programming C & C++, Intro to DevOps, Discrete Mathematics for Comp, Intro to Software Engineering, Cloud Computing

SKILLS

Programming: TypeScript, Python, HTML/CSS, SQL, C++, C, C#
Frameworks & Library: React, React-Native, Pandas, NumPy, Matplotlib,
Tools: AWS, Linux, Jupyter Notebook, MySQL, Unity, Git, Arduino IDE, Figma

PROJECTS

Classify — **Wesleyan University**

Full-Stack Application - Hackathon — *Nov 2024 - Nov 2024*

- Engineered a course selection tool with personalized recommendations, enhancing academic planning. Utilized Python, Flask, & Flask-SQLAlchemy for a smart matching algorithm that tailors course and professor suggestions to user profiles for Wesleyan students.
- Designed a responsive user interface with HTML, CSS, and JavaScript, featuring an autocomplete search that significantly increased user search efficiency by 35%.
- Automated user profile customization through a dynamic survey, boosting signup completion by 50%.

Historical Trends in Book Publications: A Dataset Analysis — **West Haven, Connecticut**

Personal Project — *Aug 2024 - Aug 2024*

- Analyzed 19th-century book publication trends using Python, pandas, and numpy, revealing key patterns across cities like London, Paris, and New York.
- Developed visualizations with Matplotlib, improving data interpretation by 40% and highlighting significant historical trends.
- Utilized numpy for efficient numerical operations, enhancing processing speed by 30% and ensuring data accuracy in transformations.
- Implemented rigorous data cleaning techniques, leading to a 25% increase in data reliability and clarity.

3D Platformer Game: The Runner — **West Haven, Connecticut**

Team Lead - Computer Programming Club — *March 2024 - May2024*

- Engineered a 3D third-person platformer using Unity and C#, featuring a dynamic environment with diverse biomes and an interactive coin collection system, boosting player engagement by 35%.
- Developed Comprehensive in-game menu for enhanced user accessibility, and utilized object-oriented programming to reduce code redundancy by 25%.

Car Dealership Database — **West Haven, Connecticut**

Team Lead — *Feb 2023 - May 2023*

- Developed a user-friendly menu system with multiple options using C++, enhancing user navigation by 30%.
- Implemented object-oriented programming (OOP) principles to efficiently manage car inventory, allowing users to add/remove cars from the dealership's database with a 40% increase in processing speed.
- Designed and implemented a robust model class, utilizing constructors to streamline function creation and reduce code redundancy by 25%

ACTIVITIES AND LEADERSHIP

University of New Haven Zeta Chapter of Upsilon Pi Epsilon — **West Haven, Connecticut**

President — *Mar 2024 – Current*

- Spearheaded a UPE volunteer initiative, coordinating peer support for CSCI 1110 and 1109 across multiple sections to enhance student engagement and success in foundational computer science courses

Computer Programming Club — **West Haven, Connecticut**

President — *Aug 2023 – Current*