

# Huria Tahiry

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## EDUCATION

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**Elon University** | Elon, NC

**BS in Computer Science** | **BA in Environmental Studies and Sustainability**

**May 2026**

**Minors in Data Science** | **GIS**

**Awards:** Odyssey Scholar, Democracy Scholar

**Coursework:** Algorithm Analytics, IoT, Network Security, Database Systems, Discrete Structure, Programming Language, Data Science and Visualization, GIS, TIP, Cybersecurity I, Cybersecurity II

**Tashkent State Agrarian University** | **Tashkent, Uzbekistan**

**July 2023**

Technical and Vocational Education and Training in **Agronomy**

## TECHNICAL SKILLS

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Java (Advanced), Python (Advanced), SQL (Advanced), C (Intermediate), Splunk, Power BI, Power App, Excel

## COMPUTER SCIENCE PROJECTS

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Developed projects including AI ChatBot, RPS Game, Plant Tool, Roulette Game, and Music Player

*For detailed descriptions and demonstrations, please visit my website.*

**Soccer Leagues Database** | **Personal Project**

**November 2024**

Designed and implemented a comprehensive database system for analyzing five years (2014-2018) of football data from six major European leagues, utilizing **MySQL**, **Python**, and **Metabase** for data storage, processing, and visualization

- Developed a relational database in (3NF) using MySQL Workbench, ensuring efficient data storage and retrieval
- Built a Metabase dashboard with interactive visualizations to analyze team performance, rankings, and trends over five seasons

**Scape Room** | **Academic Project**

**March 2024**

Designed and implemented an interactive IoT-based escape room puzzle

- Developed logic using Arduino IDE, leveraging libraries such as LCD display, keypad input handling, and communication protocols for device interaction
- Integrated an Arduino MKR WiFi 1010, a keypad, a screen, and a Raspberry Pi for real-time signal processing

**Mastermind** | **Academic Project**

**October 2023**

- Designed and executed a fully functional Mastermind game using **Java**
- Implemented the core game mechanics, including the generation of random secret codes, validation of player guesses, and the dynamic display of feedback clues
- Created an efficient algorithm for evaluating and scoring player guesses based on the Mastermind rules

**Pig Game** | **Personal Project**

**March 2023**

- Developed 3 versions of a dice game using **Python**: Turn Pig for solo play with strategic decision-making, Solitaire Pig with a player-defined target score, and Heads-up Pig for two-player competitive rounds
- Applied unique rules for each version, such as continuous rolling in Turn Pig, target score persistence in Solitaire Pig, and competitive head-to-head play in Heads-up Pig

## PROFESSIONAL EXPERIENCE

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**Environmental Justice Intern (EJ Intern) | Elon University | Elon, NC** **Jan 2023 - Present**

- Collect and analyzed sustainability data for Elon University, contributing to the development and maintenance of the university's sustainability database
- Coordinate over 5 educational events for students each semester, promoting sustainability and EJ awareness
- Participate in university and external conferences focused on EJ, including presenting research and findings
- Collaborate with multiple Elon University departments to incorporate EJ themes into campus-wide initiatives and events

**Enterprise Solutions Student Developer | Elon University | Elon, NC** **June 2024 - Dec 2024**

- Collaborated with a team of 6 developers on application development projects, contributing to various stages of the project lifecycle from analysis and design to testing and deployment
- Developed and implemented solutions to enhance the functionality and efficiency of university operations
- Gained hands-on experience with cybersecurity tools, including Splunk, Power BI, and Google Defender, to improve system security and data analysis
- Assisted in researching and implementing new technologies to support ongoing development efforts

**Undergraduate Researcher | Elon University | Elon, NC** **May 2023 - May 2024**

- Studied the impact of instructor beliefs about grades on STEM identity and belonging. The aim is to inform teaching practices and improve the recruitment and retention of a diverse group of STEM majors
- Conducted a literature review and a survey of over 150 STEM students
- Presented research findings to the heads of 13 STEM faculties, proposing strategies to enhance a sense of belonging in classrooms, with focusing on fostering inclusivity for women and students from diverse racial backgrounds

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## LEADERSHIP EXPERIENCE AND CAMPUS INVOLVEMENTS

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**Caravan Club | Founder & President** **Jan 2025 - Present**

**Climbing Club | Member** **August 2022 - Present**

**Elon Sustainability Volunteers | Volunteer** **October 2022 - Present**

**APSA (Asian Pacific Student Association) | Community Outreach Coordinator** **June 2023 - May 2024**