

Huria Tahiry

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EDUCATION

Elon University | Elon, NC

BS in Computer Science

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

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

PROFESSIONAL EXPERIENCE

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

Teaching Assistant | Elon University | Elon, NC

Feb 2024 - Dec 2024

- Mentored over 100 Data Science and Visualization and Python students, explaining challenging concepts to both Computer Science and non-technical majors
- Coordinated office hours and lesson plans in conjunction with 4 other teaching assistants to ensure widespread availability and quickly return tests and assignments to students

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
- Reported research results to the school's admissions office, boosting women's STEM recruitment by 3%

COMPUTER SCIENCE PROJECTS

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

LEADERSHIP EXPERIENCE AND CAMPUS INVOLVEMENTS

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