

MALIK ALLAHHAM

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APPLICABLE COURSEWORK

Introduction to Cryptology

Spring 2022

Learned various methods of ensuring privacy in digital systems such as ciphers and public/private key encryption. Also includes topics relating to the mathematical tools for the design and analysis of cryptographic systems.

Real-Time Digital Systems

Spring 2022

Learned the theory and practice of real time operating systems. This includes topics such as embedded system design, OS scheduling, and performance analysis.

Introduction to Computer Networking

Fall 2021

Learned concepts of data communication and network applications and protocols as well as the basics of cloud computing and network security and management. Created a multithreaded FTP client and server with encrypted authentication to access the server.

Machine Learning

Spring 2021

Learned fundamental concepts of machine learning including learning settings and algorithms, as well as general practices such as data representation, model fitting, feature selection, and optimization. Completed several projects related to topics like computer vision and model creation and prediction.

Systems Programming

Spring 2020

Learned programming techniques and debugging tools. Also learned about common security attacks such as buffer overflow and solutions to attacks. Reverse engineered an executable to bypass security mechanisms and also created a shell to run commands on behalf of the user.

PROJECTS

- Developed an app named BarHop, uses various APIs and technologies including Stripe and Google Firebase
- Deep learning blackjack AI, various other machine vision and machine learning projects
- Developed AIs for various online games
- Unity engine development projects
- Projects can be found linked on my website with more detail

EDUCATION

University of Kentucky | 3.3 GPA

Bachelor of Science in Computer Science — Expected May 2022

Bachelor of Science in Computer Engineering — Expected May 2022

Received and maintained a merit scholarship

SKILLS

- | | | |
|--------------|-------------|---------|
| • C/C++ | • MySQL | • C# |
| • Python | • REST APIs | • Swift |
| • Javascript | • Perl/Ruby | • Git |

REFERENCES

Available upon request.