# A B D U L   R A H I M

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## EDUCATION

**California State University - Long Beach**                                                    **May 2017**
*Bachelor of Science*: Computer Science

The degree in Computer Science from California State University, Long Beach, places an emphasis on computer software, databases and user development, as opposed to Computer Engineering, which has an emphasis on design, construction, and operation of computer system.

## SKILLS

**Programming Skills**: Java, C++, SQL, Agile Methodology, JIRA, JavaScript, HTML, CSS, C#, .NET, MATLAB, C
**Document Preparation**: Microsoft Office, Project, Excel, Powerpoint, Outlook

## WORK EXPERIENCE

**Title:** Programming Intern (Unpaid)
**Company:** *Young's Software and Tech Service*                              **June 2009 – June 2012**

- **Assistant Programmer Role:**
    - Create, documentations and roadmaps for Senior-Level Programmers in order to stick to the Agile Methodology, when developing Software Projects.
    - Help develop, test, and refactor multiple types of Software Projects, primarily using Java, depending on the customer, such as Media Applications and Company Websites.
- **Tutoring Role:**
    - Helped Manage a Computer Science Boot-Camp:
        - Advertising in local areas using posters and cards in order for the Boot Camp to gain traction.
        - Creating project assignment for students based on lectures given by Senior-Level programmers.
        - Personal tutoring for students who need help after lecture.
        - Tracking student payment and personal information by using an SQL database.

## PROJECTS

***"Sultan: Lost and Found": 2D-Platformer Video Game Project***
- *Programming Languages:* Java
- *Description:* A video game I am developing for my personal use, based on my dog that passed away. Has side-scrolling gameplay with the main character being a German Shepherd dog that gets lost and has to go through different levels and defeat all types of enemies, such as ducks, wolves, giant snails, and various other creatures, in order to get back home.

***"Studentoons": MP3 Media Player Project***
- *Programming Languages:* Java, SQL
- *Description:* An ITunes like media player project I developed that plays Music files. It also has the ability to create different playlists, order the music files in however way you want, play music in Shuffle Mode, play music Loop Mode, and remove and add different files to the program depending on your preferences.

***Hospital Database Project***
- *Programming Languages:* SQL
- *Description:* A database project that models the functions and the relational connections in a Hospital between Patients and Employees in order to be able to query through whatever information that is desired.

***Team Jaguar-Time Capsule Project***
- *Programming Languages:* PHP, HTML, CSS, JavaScript
- *Description:* A Social-Media Time Capsule project where users can interact with one another and store their personal memories in virtual time capsules. Each time capsule has either private or public privacy, a capsule owner, and a time setting for when the Time Capsule will be closed and opened again. There are also admin users who monitor the site in order for it to comply with any community standards we would decide to establish.

***Concurrency Fish Simulation Project***
- *Programming Languages:* C
- *Description:* A program that uses shared memory and an array in order to model a fish trying to catch pellets in a river in order to push the limits of concurrency in C. The array plays the roll of the river and is laid out in rows of characters to model that. At the end of the array is the Fish marked with the character 'F.' The program continues to place, at random points ahead of the fish, labeled pellets and the fish algorithm tries to target the closest it can reach at every move.