

Mohammad Mustafa Ahmed

Computer Science student with a proven ability in programming, software modeling, and data analysis. Exhibits strong problem-solving skills, effective communication, and multilingual capabilities. Results-driven and adept at successfully managing complex projects.

WORK EXPERIENCE

University of Massachusetts Boston

Technovation Immersion Reality Apprentice (CO-OP Program)

Boston, Massachusetts | 2022 - current

- Demonstrated expertise in programming with a portfolio spanning JavaScript, HTML, CSS, Python, and R, complemented by advanced proficiency in data visualization and analysis tools such as Tableau.
- Collaborated with the Chemistry Department to employ mixed reality tools, such as Nanome within VR headsets, for the intricate visualization of molecular structures, enhancing the comprehension and engagement in Chemistry classes.
- Initiated and led the adoption of immersive 3D learning tools within the Nursing Department, coordinating the application of Anatomy in VR headsets to offer an engaging, tactile approach to studying human anatomy.

VOLUNTEER EXPERIENCE

Be my eyes Organization.

Boston, MA | 2024

- I volunteered with Be My Eyes, an organization that connects blind and low-vision people with sighted volunteers through a mobile app for real-time visual assistance. As a volunteer, I provided descriptions and guidance via video calls, helping users with tasks and navigation, thus fostering greater independence. This experience deepened my empathy and understanding of the visually impaired community's challenges, reinforcing the value of technology in creating a more inclusive society.

REFERENCES

Zack Ronald

University of Massachusetts, Boston

Zack.Ronald@umb.edu | 617-287-5416

PROJECTS

- Developing a Zoom-like application tailored for the Beacon Flex and Teaching department at the University of Massachusetts using HTML, CSS, JavaScript and Zoom sdk, enhancing virtual collaboration and communication.
- Crafted an immersive virtual tour for the Nursing Department and University Hall at the University of Massachusetts, utilizing Blender, Unity, and Frame. These tours serve as informative showcases for prospective students and visitors.
- Engineered and constructed an autonomous drawing machine using Arduino and Python at the University of Massachusetts Boston. This innovative project demonstrates proficiency in hardware design and programming, showcasing the ability to bring creative concepts to life.
- Developed a mobile application that simplifies the grocery shopping experience by allowing users to create and manage their grocery lists intelligently. The app uses machine learning to predict items the user might need based on their purchasing history and current inventory, scanned via a built-in barcode scanner. Implemented using React Native for cross-platform functionality, the application features a clean, user-friendly interface and cloud integration for list sharing and synchronization between devices. This project demonstrated my ability to apply machine learning algorithms, develop mobile applications, and manage user data securely and efficiently.

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Boston, Massachusetts

SKILLS

Python; SQL; CSS; JavaScript;
Arduino; Analytics; STATA;
Tableau; Excel; Microsoft
word; Azure; CAD; Numpy;
Pandas; PowerBI; AWS

EDUCATION

Bachelor of Computer Science

University of Massachusetts Honors
College | GPA : 3.5 / 4

2021 - 2025

Boston, Massachusetts

CERTIFICATIONS

- Computer Science 101 By Stanford University
- Career Essentials in Data Analysis certification by Microsoft
- R for Data Science Certification by LinkedIn