Osamah Ansari

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EDUCATION

UNIVERSITY OF MICHIGAN – ANN ARBOR　　　　　　　　**Cumulative GPA:** 3.25/4.00
Bachelor of Science in Computer Science　　　　　　　　*Expected Graduation*: *April 2020*

Relevant Coursework:	Data Structures and Algorithms, Foundations of Computer Science, Intro to Computer Organization, Discrete Math, Introduction to Statistics and Data Analysis, Calculus I – II, Applied Linear Algebra

CHURCHILL HIGH SCHOOL – LIVONIA　　　　　　　　**Cumulative GPA:** 3.85/4.00
Graduated Magna Cum Laude Honors May 2016

SKILLS & ACTIVITIES

Programming Languages:　Competent in C/C++; Familiar with Python, Java, HTML, CSS
Practical:　Leadership, Problem Solving, Communication, Logical Thinking
Software:　Windows, Linux, Visual Studio, Git, Microsoft Office Suite, Unreal Engine 4
Activities:　MAAV Programmer (2017–2018), Co-Founder of Computer Science Club (2015–2016)
Languages:　English (Native), Urdu (Intermediate), Spanish (Intermediate)

PROJECTS

THE ASTRID FILES　　　　　　　　　　　　　　　　　　*June 2019 – Present*
- Developed a puzzle adventure game with a friend using Unreal Engine 4
- Utilized free assets and blueprint visual scripting to design an interactive game
- Utilized Adobe Fuse and Mixamo to create dynamic character models with skeletons

PERSONAL WEBSITE　　　　　　　　　　　　　　　　　*May 2019 – Present*
- Developed a website to showcase portfolio and web development skills
- Taught myself web development through HTML5, CSS3, and jQuery
- Utilized CSS Grid to create a responsive website without frameworks

POKÉMON TSP – EECS281　　　　　　　　　　　　　　　*December 2018*
- Constructed an efficient algorithm in C++ to find the shortest route between a collection of Pokémon
- Designed an algorithm which balanced efficiency and optimality
- Incorporated complexity analysis into programming decisions

BREADMAN – EECS183　　　　　　　　　　　　　　　　　*April 2017*
- Lead a team in designing a virtual 2D platformer game for the Arduino using C/C++
- Designed and created a game controller using a joystick, a potentiometer knob, and two buttons
- Collaborated with other members using version control utilizing Git
- Presented the project to recruiters from different companies and other students

WORK EXPERIENCE

VALERO SIX & HUBBLE　　　*April 2017 – August 2017, May 2018 – August 2018, May 2019 – Present*
- Ensured customer satisfaction in a time sensitive environment
- Balanced competing demands while managing time
- Mentored new employees