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: Michigan Autonomous Aerial Vehicles (2018), Computer Science Club (2015-2016)
Languages: English (Native), Urdu (Intermediate), Spanish (Intermediate)

EXPERIENCE

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

EUCHRE – EECS280 *February 2018*
- Created a simulator for the game of Euchre in C++ using concepts such as classes, vectors, and polymorphism
- Learned test-driven development

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