

Intesar Raiyan Rahman

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EDUCATION

University of Alberta

Class of 2026

Bachelor of Science in Computing Science and Psychology

Edmonton, Alberta

- Computing Science Courses: Data Structures & Algorithms, Software Systems, Game AI, Machine Learning, Computer Systems.
- Psychology Courses: Brain & Behaviour, Psychological Processes, Cognitive & Spatial Psychology, Research in Development.
- Mathematics: Linear Algebra, Statistics, Group & Ring Theory, Calculus, Discrete Math

EXPERIENCE

(Research, internships, projects, description, where, when, etc)

PROJECTS

Personal Projects

Fragrance Organizer

October 2022 - November 2022

- Using API, Python, HTML and CSS, I created a personal website app that uses the weather outside, the time to pick an appropriate fragrance from my collection, and tells the user how to apply, the note breakdown and other tips.

AI Fragrance Maker

November 2022 - December 2022

- Using AI, software code, and my psychological knowledge, this interface asks the user many specific questions to produce a very user-specific fragrance, such as their favourite season, favourite note, and much more. It also tells the user how to apply, when, etc. This interface can also create an appropriate name for the fragrance.

Personal Website

August 2022 - September 2022

- Created using HTML, CSS, Adobe Photoshop CS6, Adobe Illustrator. This website lets the selected users view my personal information, such as my resume, code for my projects, ideas that have been successful and unsuccessful, and much more.

Image Recognition System:

August 2023 - October 2023

- This interface allows the user to take a picture of certain things, such as plants, cars, and fragrances, and using _____, it will give out information on that specific image. For example, for a fragrance, the information will be the brand, the bottle size, the average price, etc.

Autonomous Drone Navigation

October 2023 - February 2024

- This interface allows the user to drone navigation by using obstacle avoidance, path creation, and path planning. Also, it gives tips on how to save more battery by interacting with the drone's speed, height, etc.

University & Internship Projects and Work Experience

ACHIEVEMENTS / ACCOMPLISHMENTS

Wendy & Chris Batty Masonic Award

- Received this scholarship/bursary in 2021, awarded to only one student in any post-secondary Engineering program per year.

Honours with Distinction & Principals List

- Received some of the highest possible academic awards for students every year from Grade 7 to Grade 12.

(Any scholarships, any recognitions, anything that makes you stand out academically / leadership-wise)

TECHNICAL SKILLS & SOFT SKILLS

Languages | Python, JavaScript, C#, C++, R, MatLab, Java, TypeScript, Swift, CSS, HTML

Technologies | Adobe Creative Cloud, Microsoft Office, Visual Studio Code, Linux, Git, Unity 3D

Web Development |

Game Development |

Machine Learning |

Soft Skills | Communication, Team-Work, Analytical Thinking, Problem Solving, Independence, Attention to Detail, Punctuality

INTERESTS

Interested in machine learning, game design, statistics, algorithms, data visualisation, backend and frontend of web design- user interface.

OTHER NON-RELATED EXPERIENCES

Leaders in Training by City of Edmonton

July 2017 - August 2018

- Volunteered for approximately 350 hours over two summers and received a City of Edmonton recommendation for excellent leadership skills, organisation, punctuality, and customer service.

Badminton Tournament, Edith Rogers Jr. High School

January 2018 - May 2018

- Organized a badminton tournament and led the tournament with around 130 participants in my Junior High School.

Oxford Tutor and Learning

April 2022 - August 2022

- Temporary high-school chemistry, physics and mathematics tutor.

References will be given upon request

REFERENCE LIST

1. **Name:**

Company / Organization / Institution:

Position:

Contact: Phone Number: | E-mail:

2. **Name:**

Company / Organization / Institution:

Position:

Contact: Phone Number: | E-mail:

3. **Name:**

Company / Organization / Institution:

Position:

Contact: Phone Number: | E-mail:

4. **Name:**

Company / Organization / Institution:

Position:

Contact: Phone Number: | E-mail:

5. **Name:**

Company / Organization / Institution:

Position:

Contact: Phone Number: | E-mail:

6. **Name:**

Company / Organization / Institution:

Position:

Contact: Phone Number: | E-mail:

7. **Name:**

Company / Organization / Institution:

Position:

Contact: Phone Number: | E-mail:

Courses List

William Zahary Henderson

willzahary.com williamzahary@gmail.com [linkedin.com/in/willzahary](https://www.linkedin.com/in/willzahary) github.com/willstats

EDUCATION

McGill University

Bachelor of Science in Mathematics and Computer Science

Class of 2024

Montreal, Quebec

- CS Courses: Data Structures and Algorithms, Software Systems, Computer Systems, Intro to CS (OOP)
- Math Courses: Linear Algebra (1 and 2), Group and Ring Theory, Real Analysis 1, Calculus 3

EXPERIENCE

Amazon

Software Development Engineer Intern

May 2022 – August 2022

Vancouver, British Columbia

- Joining Amazon Vancouver as a summer software intern in 2022

University of Alberta

Computer Science Research Intern (Biostatistics, NLP)

July 2021 – Present

Edmonton, Alberta

- Preprocessed and analyzed fMRI data in Python and MATLAB to find correlations between Autism Spectrum Disorder and brain activity regions in response to visual stimuli
- Created an interactive, video-embedded survey website using JavaScript and HTML/CSS
- Obtained ~10,000 language data points from respondents, and organized this data using natural language processing methods

McGill Computer Science Undergraduate Society (CSUS)

First Year Council President

September 2021 – Present

Montreal, Quebec

- Manage the First Year Council of the CSUS, a group of six students in the classes of 2024 and 2025
- Coordinate social and academic events aimed at underclassmen, focused on equity, community, and accessibility in Computer Science

University of Alberta

Computer Science Research Intern (Game Theory)

July 2020 – August 2020

Edmonton, Alberta

- Applied graph theory and reinforcement learning techniques on a team to create four unique artificial intelligence agents in Python and JavaScript to solve the abstract strategy board game Geodesic Y
- Wrote a Python script that automatically runs hundreds of game simulations, collected and analyzed data to evaluate the effectiveness of different artificial intelligence techniques

PROJECTS

Redacted | Python, React, Redux, TypeScript, HTML/CSS

Current

- Redacted

Personal Website, willzahary.com | React, Sass

January 2022

- Personal website made using React and Sass

Will Stats, www.willstats.com | R, Python, Excel, Adobe Illustrator

August 2020

- Statistics blog on which I showcase the visualizations and infographics I create

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, Java, C/C++, R, MATLAB, Bash, \LaTeX

Web Development: HTML, CSS, React, Redux, GraphQL

Technologies: Linux, Git, Excel/Sheets, Tableau, Adobe Creative Suite

AWARDS / ACCOMPLISHMENTS

Dr. Richard and Carolina J. Walls Scholarship

Harry D. Ainlay Most Outstanding Male Student

Dr. E.A. Mitchner International Baccalaureate Award – IB score of 41/45, highest at my school

1580 SAT Score – 99th percentile

98% High School Average – ranked 3/935 in my class

INTERESTS

Data visualization, group theory, statistics, urban planning, graphic design, algorithms, geography