

Salman Hussein

(651) 968-6523 | Salmanhu004@gmail.com | <https://www.linkedin.com/in/salmanhu/> | github.com/SalmanHussein004

EDUCATION

University of Minnesota Twin Cities

Minneapolis, MN

Bachelor of Science & Engineering in Computer Science, GPA: 3.55

Expected May 2026

Relevant Coursework: Java, Python, Data Structures and Algorithms Discrete Structures of Computer Science

TECHNICAL SKILLS

Programming Languages: Java, Python, JavaScript

Software: Eclipse, Android Studio, Visual Studio, CSS, Git

Work Experience

Ramsey County Tech Squad

Saint Paul, MN

IT Specialist Intern

Mar 2024 – Oct 2024

- Provided first-line technical support to end-users, resolving issues related to software, hardware, and network systems, achieving a 95% satisfaction rate.
- Conducted regular training sessions on security practices and software updates to improve staff awareness and system security.
- Implemented backup procedures and disaster recovery plans to safeguard data integrity and ensure quick restoration of services in case of system failures.

PROJECTS

Airline Reservation System (Java)

- Developed a modular Java-based reservation system, utilizing hash maps and lists for efficient data management.
- Implemented a seat allocation process using priority queues to optimize seating assignments based on class and passenger preferences, enhancing overall efficiency.
- Crafted a robust seat allocation algorithm to enhance resource utilization and improve passenger satisfaction.

Combat RPG Game (Python)

- Designed an RPG with a branching storyline, utilizing tree structures to enable varied narrative paths and endings.
- Implemented a turn-based combat system with arrays and queues to maintain game flow and strategy.
- Integrated character progression mechanics, using hash maps to track and adapt abilities based on player choices.

Chess Program (Java)

- Developed a Chess engine supporting single-player and multiplayer modes for real-time gameplay.
- Developed and integrated an undo feature using a stack to efficiently track and restore past game states during player interactions.
- Developed a move validation system for a Java-based chess game using 2D arrays and HashMaps to enforce legal moves and game rules.

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

Management Leadership for Tomorrow

Washington, DC

Career Prep Fellow

Jan 2024 – Present

- Accepted into a selective 18-month professional development program for high-achieving diverse talent.
- Complete business case studies and assignments to grow leadership and technical skills.
- Attend conferences hosted by industry leaders such as Apple, Deloitte, LinkedIn, and Target.

SigMath Academy

Minneapolis, MN

Lead Mathematics Tutor & Center Administrator

Aug 2018 – Nov 2023

- Oversaw and led the daily operations of one of three major math tutor centers in the Twin Cities, serving hundreds of students.
- Supervised a diverse team of tutors, ensuring high-quality instruction and adherence to educational standards.
- Collaborated with educational leaders to integrate cutting-edge pedagogical techniques, bolstering the academy's reputation for excellence.