Salman Hussein

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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: Python, React, Next.js, Java, JavaScript, HTML/CSS
Software: Git, Vercel, Firebase Firestore, Material-UI

Work Experience

Headstarter AI   New York, NY
Full Stack Software Engineer Fellow   Jun 2024 – Present
- Participating in a 7-week intensive program, developing 5 AI projects, engaging in hackathons, and shipping a final project to 1000+ users.
- Enhancing skills in rapid application development and teamwork, with guidance from experienced software engineers.
- Receiving personalized mentorship and feedback, enabling continuous improvement and professional growth.

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

AI Tutor for Data Structures & Algorithms (React, Next.js, OpenAi API, NVIDIA API)
- Developed an AI-powered chatbot to assist users in learning data structures and algorithms.
- Integrated features such as interactive lessons, links to LeetCode problems, and Neetcode explanations.
- Leveraged NVIDIA API to train and implement a custom language model, enhancing the chatbot's natural language processing capabilities.
- Implemented conversation logging, search functionality, and markdown rendering for enhanced user interaction.

Pantry Management System (React.js, Next.js, Firebase Firestore, Material-UI, JavaScript, CSS)
- Developed a responsive web application for pantry inventory management with real-time updates.
- Implemented cost tracking, quantity management, and Future Features with GPT vision for image recognition.
- Deployed the application using Vercel with continuous integration and deployment (CI/CD) setup

Combat RPG Game (Python)
- Crafted an engaging storyline with branching paths, allowing for multiple end-game scenarios.
- Programmed a turn-based combat system and character progression logic, enhancing game interactivity.
- Integrated a dynamic leveling system, where characters evolve based on player interaction and choices, using complex data structures.
- Created a sophisticated inventory system featuring over 30 unique items, enhancing user experience.

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 Deloitte, LinkedIn, and Target.