Salman Hussein

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EDUCATION

University of Minnesota Twin Cities   Minneapolis, MN
Bachelor of Science & Engineering in Computer Science   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
Frameworks/Developer Tools: React, Next.js, Material-UI, Vercel, Firebase Firestore, Git

Work Experience

Headstarter AI   New York, NY
Full Stack Software Engineer Fellow   Jun 2024 – Aug 2024
- 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 engineers.
- Receiving personalized mentorship and feedback, enabling continuous improvement and professional growth.

Ramsey County   Saint Paul, MN
IT Support Specialist   Mar 2024 – Present
- 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

LEADERSHIP AND PROFESSIONAL DEVELOPMENT

Sigmath Multiservice   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