

# Ryan Vaseem

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## EDUCATION

### Stevens Institute Of Technology

Charles V. Schaefer, Jr. School of Engineering and Science

B.S, Computer Science

Hoboken NJ

Anticipated Graduation: May 2026

GPA: 3.7 | Dean's List (Fall 2023, Spring 2024)

Relevant Courses: Data Structure, Linear Algebra, Multi variable Calculus, Algorithms, Computer Architecture

### Fairleigh Dickinson University | Python Scholar Program

Teaneck, NJ

Certificate of Achievement with Excellence

February 2022- June 2022

Earned recognition for outstanding performance and proficiency in Python programming, reflecting advanced skills in software development and algorithmic problem-solving.

## SKILLS

- **Coding Language:** Java, Python, Java Script, HTML, CSS , Scheme
- **Tech Skills:** Microsoft Office Suite, Google Workspace
- **Language:** English (Professional proficiency), Urdu (limited proficiency)
- **Core Competencies:** Analytical Thinking, Problem-Solving, Team Collaboration, Effective Communication, Data Analysis, Time Management, Strategic Planning

## Personal Projects

### Website:

January 2024 - Present

Developed and maintained a personal website using CSS and HTML to connect with others, provide life updates, and document my personal journey.

- Implemented interactive features and regularly updated content, resulting in increased engagement from visitors.
- Enhanced coding skills by regularly applying best practices and new techniques in web development.
- Created a platform for personal and professional growth, showcasing projects and achievements.

### Anime/Manga Reminder Discord Bot

April 2024- Present

Developed a Discord bot to track anime and manga releases, leveraging Discord's API and other libraries, used in a server with over 30 people.

- Enabled users to subscribe to specific titles and receive timely notifications for new episodes or chapters.
- Improved user engagement and convenience by providing timely and relevant updates.
- Stored data for over 30 users, ensuring personalized and accurate notifications.

### Crossy Road-Style Game

September 2020 - June 2021

Developed a JavaScript-based game inspired by Crossy Road, incorporating algorithms for hit detection.

- Demonstrated early proficiency in coding and algorithmic thinking, laying the groundwork for more complex software development.
- Allowed players to save top scores with personalized nicknames and included a shop with various playable characters.
- Enhanced user experience by implementing responsive gameplay and interactive features.

## Campus Involvement

### Muslim Student Association (MSA)

October 2023 - Present

- Actively participate in MSA events and discussions to foster a sense of community and support among Muslim students on campus.

### The Computer and Console Gaming Society (C2GS)

October 2023 - Present

- Engage in regular meetings and events to explore various aspects of computer and console gaming, including game development and industry trends, and participate in club-organized tournaments for fighting games to enhance skills and connect with the gaming community through competitive play.

### Computer Science Club

October 2023 - Present

- Contribute to club activities and projects, collaborating with peers to enhance knowledge and skills in computer science and software development.

## Community Service

### Masjid Nida-Ul-Islam

May 2021- Present

- Actively contributed to maintaining a clean and organized mosque, supporting a welcoming environment for over 200 community members. Provided personalized math tutoring to 10+ children, enhancing their academic skills. Led a team of 10 volunteers during the Eid BBQ event, ensuring smooth operations and a successful celebration.

## Other Activities

### Bergenfield HS Coding club

September 2021- June 2023

President

- Enhanced leadership skills by fostering a collaborative learning environment, while learning new coding languages like Python and demonstrating proficiency in Franklin High School's 2nd Annual Hackathon.