

# Usman Tahir

(760) 699-4763 | usmantahir21.ut@gmail.com | [Linkedin](#) | [Github](#)

## EDUCATION

**California Polytechnic State University**

**San Luis Obispo, CA**

Bachelor's of Science in Computer Science

*Expected Graduation: June 2027*

**El Camino College**

**Torrance, CA**

GPA: 3.87

*August 2022 - June 2025*

AS-T Mathematics, AS-T Physics, Certificate of Achievement Computer Science

## TECHNICAL SKILLS

**Programming languages:** C++, Python, Java, JavaScript, HTML, CSS, React, TypeScript

- Github
- PostgreSQL
- MySQL
- Debugging
- Arduino

## TECHNICAL EXPERIENCE

**Codeday**

**Remote**

*SWE Intern - CTI / CodeDay (python)*

*June 2024 - August 2024*

- Created a project that classifies images using **machine learning** and **principal component analysis** given training & testing images ([Github Repository](#))
- Learned **NumPy** for linear algebra functions and **PIL** to import and manipulate images in 2 weeks, and created a [system diagram](#)

**Google**

**Remote**

*Open Source Contributor CTI / Codeday Micro-Internship ([Pull Request](#))*

*September 2023 - October 2023*

- Contributed to Google's official discovery-based python client **API** library, a project that has **170k+** users
- Collaborated with two fellow students from different universities and an industry-experienced mentor to design and develop **Python** unit tests using **Nox** in a collaborative, team-oriented environment

## PROJECT EXPERIENCE

**WNBA Stats Tracker** (python, postgresql, React, Node.js) ([Github Repo](#))

*May 2025 - Current*

- Web scraped player stats from WNBA website using **BeautifulSoup**
- Designed a **PostgreSQL** schema to store and query performance by game and team
- (In progress) Building a frontend to display and compare player/team data, using **React** and **Node.js**

**Iceman Game** (C++) ([Github Repo](#))

*Fall 2023*

- Built a 2D game in **OpenGL** with player movement, item collection, and NPC AI behavior.
- Applied **OOP** principles to design modular game systems
- Wrote rendering, collision, and input logic in StudentWorld and Actor classes

## CLUBS/PROGRAMS

**California Polytechnic State University - CS-AI, Hack4Impact, Blockchain**

*September 2025 - Present*

**CTI (Computing Talent Initiative) Accelerate**

*June 2023 - September 2024*

- Solved data structures & algorithms problems with other students & assisted with problems
- Contributed to Open Source Projects in teams with other students