

USMAN TAHIR

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EDUCATION

California Polytechnic State University, San Luis Obispo

Bachelor of Science in Computer Science

San Luis Obispo, CA

September 2025 - June 2027

- **Programs:** CS-AI, Blockchain, Middle Eastern North African Junior Executive

El Camino College

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

Torrance, CA

August 2022 - June 2025

- **GPA:** 3.87

TECHNICAL SKILLS

Programming Languages: C++, Python, Java, JavaScript, TypeScript, HTML, CSS, SQL

Frameworks & Libraries: React, Next.js, Node.js, Tailwind CSS, ethers.js, wagmi, RainbowKit

Tools & Technologies: Git, GitHub, PostgreSQL, MySQL, The Graph, Blockchain/Web3, REST APIs

TECHNICAL EXPERIENCE

CodeDay / CTI

Software Engineering Intern

Remote

Jun 2024 - Aug 2024

- Built an image classifier using **machine learning** and **PCA** on training/testing datasets (GitHub Repo).
- Learned **NumPy** and **PIL** for linear algebra and image processing; designed a project system diagram.

Google (CTI / CodeDay Micro-Internship)

Open Source Contributor

Remote

Sept 2023 - Oct 2023

- Contributed to Google's **Python client API library** with over **170K+ users** (Pull Request).
- Developed **unit tests** using **Nox** in a collaborative, team-oriented open source environment.

PROJECT EXPERIENCE

Base Transaction Visualizer — Next.js, TypeScript, ethers.js (GitHub Repo) Oct 2025 – Nov 2025

- Built a real-time **Base blockchain** dashboard (**Mainnet + Sepolia**) using **Next.js** and **ethers.js**.
- Developed dynamic **UI controls** for block range, pause/resume, and network switching with live **TPS** metrics.
- Optimized **caching** and **polling logic** for seamless, low-latency multi-network performance.

WNBA Stats Tracker — Python, PostgreSQL, React, Node.js (GitHub Repo) May 2025 – Present

- Web scraped player stats from the official WNBA website using **BeautifulSoup**.
- Designed a **PostgreSQL schema** to store and query player and team performance by game.
- Building a frontend with **React** and **Node.js** to visualize and compare stats.

Iceman Game — C++ / OpenGL (GitHub Repo)

Fall 2023

- Developed a 2D game with player movement, item collection, and NPC AI.
- Applied **OOP principles** for modular design of core systems.
- Implemented rendering, collision, and input handling logic in **StudentWorld** and **Actor** classes.

CLUBS & PROGRAMS

California Polytechnic State University

CS-AI, Blockchain Club Member, Middle Eastern North African (MENA) Junior Executive

San Luis Obispo, CA

Sept 2025 - Present

- Collaborated on AI and web development projects, contributing to team-based learning initiatives.
- Assisted the MENA board in organizing cultural events and streamlining communication among **100+** members.

Computing Talent Initiative (CTI) Accelerate

Participant

Remote

Jun 2023 - Sept 2024

- Solved data structures and algorithms challenges with peers.
- Contributed to open source projects in collaborative teams.