

# ZAHİ AHMED

## Full-Stack Software Engineer

(917) 375-1824 [zahi.ahmed33@gmail.com](mailto:zahi.ahmed33@gmail.com) Queens, New York

[github.com/ZahiAhmed](https://github.com/ZahiAhmed) | [linkedin.com/in/zahiahmed](https://linkedin.com/in/zahiahmed) | [zahiahmed.github.io/Portfolio](https://zahiahmed.github.io/Portfolio)

Expertise in Rails, React, CSS, SQL, and MongoDB. Strong problem-solving abilities and a keen eye for detail. Experience in developing interactive web applications using the Model-View-Controller framework. Passionate about delivering high-quality code and enhancing user experiences. Experienced in managing team projects. Looking for an entry level Software Engineer role.

## SKILLS

Ruby, Ruby on Rails, JavaScript, React.js, Redux, Vue, HTML, CSS, SCSS, SQL, PSQL, MongoDB, Express.js, Node.js, Java, C++, Lisp, Git, Python, Webpack, RSpec, Websockets, Eclipse, MySQL, MVC

## EDUCATION

Web Development - App Academy

March 2023

- Rigorous 1000-hour software development course with < 3% acceptance rate.

BA in Computer Science - City University of New York, Queens College

January 2021

## PROJECTS

Chaos (Rails, ReactJS/Redux, PostgreSQL, CSS)

<https://github.com/ZahiAhmed/Chaos>

A full-stack clone of Discord, allows users to connect with each other via clubs.

- Integrated user authentication, leveraging CSRF protection and session tokens for error handling and enhanced security.
- Coded admin and non-admin privileges for clubs, ensuring smooth user experience and optimal functionality.
- Developed an interactive saved chat feature between users in a given club using Action Cable as a WebSocket framework.
- Designed a friend request feature, allowing users to search for other users and send or accept/reject friend requests.

Tacticspedia (JavaScript, HTML, Sass)

<https://github.com/ZahiAhmed/Tacticspedia>

A single page interactive encyclopedia application for Riot Games' AutoBattler game, Teamfight Tactics.

- Implemented 2 search bars in VanillaJS to enable seamless filtering of data types, enhancing user experience.
- Utilized Chart.js library to dynamically render graphs, ensuring clean and precise data visualization.
- Created collapsible and expandable tabs on page using SCSS, enhancing the user interface with a clean and intuitive design.
- Processed and parsed API responses from an external API using Fetch API to extract relevant data to display and manipulate.

The Box (MongoDB/Mongoose, Express, React.js/Redux, Node)

<https://github.com/junjiequ1459/TheBox>

A MERN stack team project to connect users in lobbies to interact with each other and play games.

- Generated user lobbies utilizing socket.io to manipulate websockets as backend lead with lobby hosts.
- Implemented user profiles using Express which includes a match history plus the overall win percentage.
- Operated as the team's GitHub manager, administered a combined total of ~100 pull requests and merge conflicts.
- Facilitated daily 4-member team standup meetings, monitoring progress and delegating tasks to each member.

## EXPERIENCE

Website and Social Media Organizer

Prospect International

January 2022 - December 2022

- Managed company social media for consistent and timely posting of relevant upcoming events.
- Presented visual content, including photos and videos, that aligned with brand guidelines and resonated with followers.
- Conducted regular website audits to identify areas for improvement and optimize user experience.

Club Leader and Founder

Queens College - Secretary of Smash Club (video game)

January 2018 - December 2018

- Organized weekly events in a variety of Super Smash video games consisting of meetups or tournaments of ~20 participants.
- Founded and moderated club Discord server for off-campus discussions online.