

ZAHİ AHMED

Full-Stack Software Engineer

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SKILLS

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

EDUCATION

Web Development - App Academy | November 2022 - March 2023

- Rigorous 1000-hour software development course with less than three percent acceptance rate.

BA in Computer Science - City University of New York, Queens College | August 2015 - January 2021

PROJECTS

Chaos (Rails, React/Redux, PostgreSQL, CSS, Websockets)

[live](#) | [github](#)

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

- Integrated frontend and backend user authentication, rendering minimalistic errors using CSRF and session tokens with CSS.
- Implemented a unique way of handling friend requests between users by searching for other users by a combination of credentials that are then parsed through on the backend translating the data for better user experience.
- Utilized an exceptional method for handling admin and non-admin privileges of each club consisting of an integration of original logic for a smoother user experience.
- Created an interactive saved chat between users in a given club using Action Cable as the source for accessing websockets

Tacticspedia (JavaScript, HTML, Sass, Chart.js)

[live](#) | [github](#)

A single page interactive encyclopedia app for Riot Games AutoBattler game Teamfight Tactics.

- Utilization of search bars and filtering of all the different types of data in Vanilla JavaScript for an easy access user experience.
- Dynamically rendering graphs using Chart.js library for clean and accurate visualization of data.
- Integration of collapsible and expandable tabs on page using SCSS for a cleaner user interface.

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

[live](#) | [github](#)

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

- Created user lobbies utilizing socket.io to manipulate websockets as backend lead with lobby hosts that are dynamically changed based on which user leaves the room.
- Integrated user authentication with JSON Web Tokens to implement user encryption.
- Incorporated user profiles using self-made logic on the backend in Express.js to record information from each game played creating a match history for each user plus their overall record via win percentage.
- Operated as the team's GitHub manager and administered all pull requests and merge conflicts and delegated tasks to each team member.

EXPERIENCE

Club Leader and Founder

Queens College - Secretary of Smash Club (video game)

January 2018 - January 2019

- Organized weekly events in a variety of Super Smash video games consisting of meetups or tournaments.
- Managed and created club Discord server for off-campus discussions online.

Tutor

Smart Academy

August 2014 - June 2015

- Specialized in math and science subjects.
- In charge of groups of five to six students from K-12 at a time.
- One on one tutoring sessions of three to four hours of math and science subjects with each student.