

ZAHİ AHMED

Full-Stack Software Engineer

(917) 375-1824 zahi.ahmed33@gmail.com [GITHUB](#) [LINKEDIN](#) [WEBSITE](#)

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

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.
- Implemented a unique way of handling friend requests between users by searching for a user by a combination of credentials that are then parsed through for better user experience.
- Utilized an exceptional method for handling admin and non-admin roles 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 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 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 to record information from each game played creating a match history for each user plus their overall record via win percentage.
- Served as the team's GitHub manager and administered all pull requests.

EXPERIENCE

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 3-4 hours of math and science subjects with each student.

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.

EDUCATION

Web Development - App Academy | November 2022 - March 2023

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