ZAHI AHMED

Full-Stack Software Engineer

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github.com/ZahiAhmed | **linkedin.com/in/zahiahmed** | **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, integrating user authentication, and optimizing performance. Passionate about delivering high-quality code and enhancing user experiences. Experienced in managing team projects. Looking for an entry level Software Engineer role.

SKILLS

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

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 Instagram 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.