

Abdullah Tahir

+61 406 854 484 | m.abbytahir@gmail.com | linkedin.com/abdullah-tahir | github.com/abda-1

EDUCATION

University of Adelaide

Bachelor of Mechanical Engineering (Aerospace) with Bachelor of Computer Science

Adelaide, SA

– Nov 2025

WORK EXPERIENCE

Academic Tutor | SY Tuitions / Private

Jan. 2022 – Present

- Provided tutoring services for 25+ high school students undergoing Mathematics and Physics within the SACE and IB curricula.
- Collaborated closely with multidisciplinary team of educators to develop customised learning strategies for individual students spanning from ages 12 to 18, leading to 15 - 20% improvements in academic performance on average.
- Actively sought feedback from students and parents alike to refine teaching methods, demonstrating a commitment to open communication and continuous improvement.
- 100% of final year students within the previous academic year achieved results above A-.

PROJECTS

Bitboard Chess | Github

Sept. 2023 – Present

- Developed a chess game using unsigned 64-bit integer masks (bitboards) to represent the state of the board, inspired by the rapid and efficient Stockfish chess engine used in lichess.org.
- Utilised the SDL2 C++ graphics library to provide visual and auditory feedback for valid moves, captures, check and checkmates.
- Implemented an object-oriented system ensuring the generation of valid chess moves, including piece-specific movements, and pinned piece detection.

Typing Test Web Application | Github

Dec. 2023 – Jan. 2024

- Developed a typing test application that allows users to practice their typing fluency in different programming languages, and coding common algorithms such as Binary Search.
- Implemented a dynamic and responsive user interface with React through the inclusion of theme toggles, various timer settings, a smooth caret, and immediate visual feedback based upon test accuracy.

Terminal Based Home Appliance System | Github

Apr. 2022 – May 2022

- Collaborated in a team of three to develop a terminal-based application for managing home appliances.
- Enabled creation and management of various rooms, appliances, complete with customisable settings and a save/read state feature.
- Followed the four core principles of object oriented programming to adhere to design requirements and ensure efficient, intuitive code.

COMMUNITY INVOLVEMENT

Crater Detection Algorithm Research

Aug. 2023 – Aug. 2023

- Undertook a three-week intensive research project to explore crater detection algorithms (CDA), driven by personal interest in real-world space applications.
- Assisted existing PhD students in their research, investigating various CDAs and devising strategies for improvements, the findings of which were used to guide the project further.
- Strengthened planning skills and adaptability in tackling unfamiliar languages and concepts.

Competitive Programming Club

Mar. 2023 – Present

- Participated in competitive programming contests including LeetCode competitions, SPAR (formerly ANZAC), Codeforces, and inter university competitive programming rounds.
- Closely collaborated within a team to strategically solve complex problems within time-pressured situations, increasing individual ability to communicate and critically think under pressure.

TECHNICAL SKILLS

Languages: C/C++, JavaScript, HTML/CSS, MATLAB

Other: Git, React JS