Abid Rahman

Engineering Co-op Program
University of Alberta

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University of Alberta
Computer Software Engineering
Class of 2019
Cumulative GPA: 3.6/4.0

Skills

- Languages:
  - Advanced: C, Python, Java
  - Intermediate: Assembly, SQL, Swift, HTML/CSS/JS, D3.js, LabVIEW, C++, MATLAB
  - Experiance with: LUA, Node.js
- Concepts:
  - Agile Development
  - Version Control (Git)
  - Object Oriented Programming
  - Android/iOS Development
  - Data Visualization
  - Neural Networks and Fuzzy Systems
  - Database Management

Interests

- Avid sports fan and weightlifter
- Casual photographer
- Fascinated with simple solutions to complex problems
- Interested in creating art using code

Employment

Garmin Ltd.
January - August 2017
Software Engineer Intern

- Researched and developed an automated framework for product verification initally conducted by fellow interns
- Developed parsing tools to conduct data analysis and present summarized testing results
- Implemented fully automated testing scripts in multiple languages to validate product performance
- Utilized various agile development tools to plan, organize, and track daily tasks and issues with co-workers from different teams and regions
- Exposed to various project tasks such as measuring current consumption, modifying android and PC based applications, designing proper testing suites, along with writing, modifying, and running device regression tests

Aerospace Engineering Test Establishment
May - August 2016
EMC Test Developer

- Utilized graphical programming methods in the LabVIEW environment
- Created robust and thoroughly documented application drivers for data acquisition instruments
- Worked extensively with RF power meters, vector signal generators, RF amplifiers, and electric field monitors
- Integrated multiple instrument drivers to design and create an automated suite for EMC testing in controlled environments

Projects

Built To Ball
Visit Web Page

- A visual breakdown of the NBA's genetic history
- Created using D3.js, CSS, HTML, and a passion for sports

Tap Master
View on App Store

- Simple 2d arcade game designed to test reaction time
- Created in Swift for iOS and Java for Android

Tank Simulation | Pason Coding Contest
Visit GitHub Page

- An AI with the ability to seek out and shoot at enemy tanks within a simulation
- Created in Java and gained familiarity with Amazon Web Services

See more on my GitHub.

Involvement

VP External | Computer Engineering Club
April 2016 - December 2016

- Organize, plan and run events to connect engineering students with the industry
- Contact and maintain connections with industry representatives on behalf of Computer Engineering Club

Website Coordinator | Engineering Students' Society
April 2015 - April 2016

- Organized and maintained the ESS' official website
- Gained experience with Wordpress, JS, CSS, and HTML

VP Communications | First Year Engineering Club
October 2014 - April 2015

- Communicated important events, announcements, and general information to students
- Organized and executed several on-campus events for first-year engineering students