

Abid Rahman

www.abidrahman.com
211 – 400 Silverberry Road
Edmonton, AB T6T 0H1
(780) 298-7520
arahman1@ualberta.ca



Engineering Co-op Program
University of Alberta

UNIVERSITY OF ALBERTA ACADEMIC STATUS

- | | |
|--|-----------------------|
| • Computer Software Engineering, BSc, 2019 | (Cooperative Program) |
| • Cumulative Grade Point Average | 3.6/4.0 |
| • Completed Academic Terms | 5/8 |
| • Completed Co-op Work Terms | 1/5 |
| • Length of Next Work Term | 8 months |

EDUCATIONAL ACHIEVEMENTS

- | | |
|---|-----------|
| • University of Alberta First Class Standing | 2015-2016 |
| • Jason Lang Scholarship | 2015-2016 |
| • University of Alberta Entrance Scholarship | 2014 |
| • Advanced Placement Scholar with Distinction | 2014 |

RELATED WORK EXPERIENCE

Department of National Defence

May 2016 – August 2016

EMC Test Developer
Aerospace Engineering Test Establishment
Cold Lake, AB, Canada.

- Utilize graphical programming methods in the LabVIEW™ environment
- Create robust and thoroughly documented applications drivers for several data acquisition instruments
- Worked extensively with RF power meters, vector signal generators, RF amplifiers, and electric field monitors.
- Combine several instrument drivers to design and create a testing suite for EMC testing

COMPUTER EXPERIENCE AND RECENT PROJECTS

- Proficient in LabVIEW, C++, Java, Python, HTML, CSS, MATLAB
- Familiar with Windows and Linux based operating systems
- Github: <https://github.com/abidrahman>

Android Applications

- **Tap Master** - <https://github.com/abidrahman/tap-master>
 - Simple 2d arcade game designed to test reaction time
 - Programmed in Java using LibGDX (Game development framework)
- **Score Counter** - <https://github.com/abidrahman/eupa-score-counter>
 - Score keeping app for Ultimate Frisbee
 - Programmed in Java and designed using Android Studio

Coding Competitions and Other Projects

○ Pason Coding Competition – Tank Battle Simulation

- Created an AI with the ability to seek out and shoot at enemy tanks within a simulation
- Programmed in Java and gained familiarity with Amazon Web Services
- <https://github.com/abidrahman/PasonCodingContest> - collaborated with Kevin Wang

○ ArDDRuino

- Arduino based music game designed and created to test for reaction time in an exciting way
- Programmed in C++ and developed on the Arduino using an LCD screen, joystick, and buttons
- <https://github.com/abidrahman/ArDDRuino>

VOLUNTEER EXPERIENCE

VP External for the Computer Engineering Club

April 2016 – present

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

Orientation Leader and Volunteer for the University of Alberta Week of Welcome

May 2016 – September 2016

- Led a group of first year university students on a guided tour of campus
- Volunteered throughout Week of Welcome; running ticket sales, photo booths, etc.

Co-op Representative for the Computer Engineering Club

September 2015 – April 2016

- Assisted in planning and organizing of Annual ECE WEEK and Hackathon
- Contacted companies and large organizations for sponsorships and potential tech talk speakers

VP Communications for the 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

ADDITIONAL INFORMATION

Achievements

- 1st Place at University of Alberta Engineering Competition, Junior Design Category October 2015
- 1st Place at Pason Coding Competition January 2016

Other

- Captain of Ultimate Frisbee team Summer 2015
 - Recruited and organized a team for the Edmonton Ultimate Players Association
- Played four years of competitive baseball 2008 – 2012
- Class 5 (GDL) driver's license with clean driver's abstract
- Completed CSTS training course