Abid Rahman

www.abidrahman.com 2618 22 Avenue N Edmonton, AB T6T 0Y5 (780) 298-7520 arahman1@ualberta.ca



UNIVERSITY OF ALBERTA ACADEMIC STATUS

• Computer Software Engineering, BSc, 2019 (Cooperative Program)

Cumulative Grade Point Average
 Completed Academic Terms
 Completed Co-op Work Terms
 3.6/4.0
 7/8
 3/5

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

<u>Garmin</u>
Software Engineering Intern

Cochrane, AB, Canada.

January 2017 – August 2017

- Researched and developed an automated testing framework for product verification testing
- · Developed parsing tools to perform data analysis and present summarized testing results
- Implemented fully automated testing scripts in different languages to validate product performance
- Utilized various agile development tools to plan, organize, and track daily tasks and issues
- Exposed to various project tasks such as measuring current consumption, modifying android and PC based applications, designing proper testing suites, and writing, modifying, and running device regression tests
- Collaborated with co-workers from different teams and regions to investigate potential bugs in large scale products under development

Department of National Defence

May 2016 - August 2016

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

- Utilized graphical programming methods in the LabVIEW™ environment
- Created 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
- Integrated multiple instrument drivers to design and create an automated testing suite for EMC testing

COMPUTER EXPERIENCE AND RECENT PROJECTS

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

o YEG Crime Heat Map - https://abidrahman.com/yegcrimeheatmap

- An interactive crime heat map of Edmonton, Alberta, Canada
- Developed using d3.js utilizing open source data

o **Tap Master** - https://itunes.apple.com/us/app/tap-master/id1286378150

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

o Pason Coding Competition - Tank Simulation - https://github.com/abidrahman/PasonCodingContest

- 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

o ArDDRuino - https://github.com/abidrahman/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

VOLUNTEER EXPERIENCE

VP External for the Computer Engineering Club

April 2016 - January 2017

- 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.

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

- 1st Place at University of Alberta Engineering Competition 2015, Junior Design Category
- 1st Place at UofA 2016 Pason Coding Competition
- Captain of Ultimate Frisbee team
 - o Recruited and organized a team for the Edmonton Ultimate Players Association
- Class 5 (GDL) driver's license with clean driver's abstract
- Completed CSTS training course