Aboudi Rai aboudirai.com

Contact me@aboudirai.com **Greater NYC**

| <u>Education</u> | | | | | |
|---|--|---|--|--|--|
| The Pennsylvania State University University Park, PA Bachelor of Science in Computer Science | | | | Graduation: May 2022 GPA: 3.730 | |
| <u>Skills</u> | | | | | |
| Fluent in: Proficient in: Learning: | | • AWS | • Git • | Swift • HTML/CSS/JS Django • Adobe CC OpenCV • Blender | |
| Experience | | | | | |
| iOS App EasyA TryEasyA.com Co-founded an app under Tryber In Implemented Spaced Repetition wi Designed and developed the iOS A Developed a REST API with Django, | c. to provide free ed th short, on-the-go pp using Alamofire a | ucation reso review sessiond iOSMath | urces for studer ons based on co libraries | ourse curriculum | |
| Data Scientist NittanyAl Alliar - Invited to intern as a data scientist f - Used BlenderGIS to extract open so - Adopted Microsoft Airsim as the sin | for a 'stranded hiker' Furce map data to us | rescue proje e for training | ct sponsored by ML models | [Aug 2020 - Jan 2021] y Lockheed Martin | |
| Software Engineering Intern A - Trained ML model to handle gym m - Processed data using NLP along wit - Incorporated a Python API to allow | nember freeze reque ch NLTK, numpy, pan | sts during Co das, scikit-le | arn | [Jun - Aug 2020] mic | |
| Software Developer Penn Stat - Utilized Django for ground server ir - Handled manual target selection Ul - Collaborated on server with 5 team | te Unmanned Ae n order to gather ima I with HTML, CSS, & V | e rial Syste age data and /anilla JS | ms classify up to 2 | [Sep 2019 - Present] 0 targets | |
| Projects | | | | | |
| Amazon Alexa Skill Letter Linl - Programmed the skill using the Pytl - Deployed the skill using an AWS Lai - Implemented In-Skill Purchasing to | hon Alexa Skills Kit S mbda function & Dy | DK | persistent stora | [Sep - Dec 2019] | |
| Jewelry Customization App El | i Jewels Ramse | y, NJ — | | [Sep 2018 - Apr 2019] | |

- Co-developed an app for Eli Jewels to help customers virtually customize jewelry
- Designed app and user interface in Unity3D; built for web using WebGL
- Used MeshLab to manipulate 3D jewelry models provided by client