

Abdul Khan

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EDUCATION

University of Illinois at Chicago

BS in Computer Science

GPA: 3.4

August 2017 - May 2021 | Chicago, IL

SCHOLARSHIPS & AWARDS

UIC Opportunity Grant

August 2019 - Present

UIC Access to Excellence

August 2017 - May 2021

SKILLS

Proficient in Java, JUnit, C++, C, and MATLAB, UNITY, SolidWorks.

Experience in Python, HTML, CSS, JavaScript

INTERPERSONAL SKILLS

Leadership, Teamwork, Time Management, Communication, and Customer Service

LANGUAGES

Native Proficiency in English and Urdu.

PERTINENT COURSES

Data Structures

Software Design

Program Design I & II

Programming Practicum

Software Engineering I*

Machine Organization*

Systems Programming*

Languages and Automata*

Probability and Statistics

*currently taking

WORK EXPERIENCE

Undergraduate Research Assistant | ANIMAL'S WILDLIFE ESTIMATOR USING SOCIAL MEDIA | UIC

June 2019 - August 2019

- Worked under Dr. Berger-Wolf to analyze the population of the endangered species from various Social Media sites.
- Collaborated in a group where we had to create a pipeline that collects and sorts Youtube video's information from Youtube's API.
- Afterward, append this information towards WildBook DataBase. The research was done in Python.

Undergraduate Research Assistant | THE SYSTEMS & INTERNET SECURITY LAB | UIC

August 2019 - Present

- Currently working with Mr. Venkatakrisnan and Dr. Gjomemo on analysis for finding SQL injection vulnerabilities and detection of web applications using static and dynamic code analysis, formal methods, and ideas from compilers and OSs.

Undergraduate Teaching Assistant | All Calculus level courses | UIC

January 2019 - Present

- Assisted Students individually and in small groups to develop their critical thinking skills and monitored their performance.
 - Strong interpersonal skills in working with students to help them achieve and succeed.
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NOTABLE PROJECTS

DEEP SPACE GAME

- Developed a Desktop/Web game in 2D where an Astronaut has to compete through strategy-based tasks to get back to Earth.
- Completed with using Unity's 2D framework and C#

ROCK, PAPER, SCISSORS, LIZARD, SPOCK APPLICATION

- Built an event-driven graphical Java application where multiple clients connected to the server can play against each other for a round of RPSLS.
- Implemented a multithreaded server to handle multiple connected clients.
- Used JUnit framework for unit testing, JavaFX for GUI design, and Maven for project building

TIC TAC TOE APPLICATION

- Built an event-driven graphical Java application where multiple clients connect and play Tic Tac Toe against the server
- Synchronized critical code sections to avoid race conditions
- Used JUnit framework for unit testing, JavaFX for GUI design, and Maven for project building

RESTAURANT QUEUE SIMULATOR

- Wrote a C++ program to replicate restaurant queues, pagers, and wait times.
 - Built the entire program with time complexity as a high priority.
 - Used tools GNU Debugger and Valgrind to ensure no bugs or memory leaks.
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INVOLVEMENT

WiCS: Women at Computer Science | EXECUTIVE BOARD MEMBER | UIC

March 2019 - Present 2019

- Associated in hosting events encourage women and younger students to join the department that can help them in their college career.
- Acts as a representative of the Outreach Committee.