Ali Malik

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Education

San Jose State University   Expected Graduation: May 2029
B.S. Computer Engineering

Relevant Coursework: Calculus III, Physics (Mechanics + E&M), CMPE 30 (Intro to Programming), CMPE 50 (Object-Oriented Concepts in C++), Discrete Math, CMPE 120 (Computer Organization and Architecture)

Technologies

Languages: C++, Python, Java, TypeScript, JavaScript, HTML/CSS
Frameworks & Libraries: Next.js, React, Tailwind CSS, Firebase
Tools & Platforms: Git, Unix/Linux, Vercel, VS Code, Vim

Experience

Assistant Robotics Instructor, Tawasaw Itkan Bay Area Robotics Program   Sep 2025 – Present

- Mentor middle and high school students in robotics design, programming fundamentals, and teamwork.
- Helped students debug and refine autonomous code, reducing failed runs by roughly 20% across multiple practice sessions.
- Led short workshops on communication and presentation skills to prepare teams for judging sessions.
- Supported instructors in organizing lessons, coordinating practices, and managing outreach events.

President & Website Lead, Monta Vista Speech Team   Aug 2024 – May 2025

- Maintained and updated the team's official website used by 150+ members, ensuring reliable access to schedules, announcements, and resources.
- Implemented an online payment and registration feature that streamlined tournament sign-ups, reducing manual processing time by 40%.
- Debugged and resolved recurring issues with user accounts and forms, improving site stability and reducing reported errors by 25%.
- Collaborated with officers and coaches to publish content and integrate feedback, keeping the site current and user-friendly throughout the season.

Projects

Wedding Website – Full-Stack Web Application

- Built a responsive full-stack platform using Next.js, TypeScript, and Tailwind CSS.
- Integrated Firebase for authentication, admin access, and RSVP data handling.
- Deployed on Vercel with GitHub-based CI/CD for rapid and reliable updates.
- Optimized UX with reusable React components and server-side rendering (SSR).

Shaping the Globe – Interactive Geography Game

- Developed an interactive website where users guess countries based on their outlines, improving geography knowledge in a game format.
- Implemented a feature allowing users to click a location on a world map and receive distance feedback from the target country.
- Used JavaScript and mapping APIs to handle user interaction, display country shapes, and calculate distances dynamically.