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Ayman Mobin

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1305 John Street
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3rd year, undergraduate computer engineering student seeking a software engineering career opportunity that prioritizes impactful software development, client services, teamwork experience, and interpersonal and critical thinking skills.

EDUCATION

University of Virginia, School of Engineering and Applied Science *Charlottesville, VA* **May 2019**
B.S. in Computer Engineering
Minor in Technology Entrepreneurship, **McIntire School of Commerce**

Relevant Major Coursework: Data Structures and Program Representation, Algorithms, Programming Languages for Web Applications, Advanced Software Development, Software Development Methods, Embedded Computer Systems, Computer Networks, Computer Architecture, Discrete Math, Digital Logic Design, Circuit Analysis, Signals and Systems

PROFESSIONAL EXPERIENCE

theCourseForum *Charlottesville, VA*
Lead Web Developer **February 2016-Present**

- Maintain a student-run website that offers course reviews and teacher ratings for UVa with over 17,000 active users (80% of UVa).
- Collaborate with team on further progress of website and what features to include to make website more user friendly.
- Code on a larger team based setting utilizing GitHub and applying Bootstrap, JavaScript, Ruby on Rails, and MySQL all on Linux.
- Working on new features for the application such as Textbook Exchange, Scheduler, and Major Requirements.

iD Tech *Washington D.C.*
Computer Building and Software Development Instructor **May 2017-August 2017**

- Assembled over 60 Linux based laptops using Raspberry Pi for local high school and middle school students.
- Troubleshooted laptops by re-assembling laptop components such as the Raspberry Pi, SD cards, and graphics processing units.
- Instructed students on how to navigate through the Linux Operating System and how to efficiently use the Linux Terminal.
- Taught students how to code in Python on various text editors such as IDLE, Nano, Sublime, and PyCharm.
- Debugged multiple Python programs to efficiently get the programs to compile.

SKILL SET

Programming
- Fluent in Python, Java, C++, Embedded C, HTML, CSS
- Proficient in JavaScript, PHP, MySQL, x86 Assembly, Ruby on Rails, VHDL, Django

Electronics and Architecture
- Multisim, Ultiboard, LabVIEW, HDL Designer

Programming Tools
- PyCharm, Eclipse, Linux Terminal, EMACS, Nano, IDLE, Sublime, Docker, Code Composer Studio, Bootstrap, Git (GitHub), Choregraphe (Nao)

Computer Programs
- MathCAD, Mathematica
- Familiar in MATLAB

Operating Systems
- Proactively use Windows and Linux (Ubuntu, Linux Mint)
- Familiar with Mac OS X

Foreign Language
- Spanish - full professional proficiency
- Bengali - intermediate proficiency

PROJECTS

Texas Instruments MSP430G2553 *Embedded Systems* **August 2017-December 2017**

- Used the programming language of Embedded C to utilize different functionalities of the MSP430 microcontroller.
- Developed several projects using the microcontroller and header boards such as an electronic level and a rotary counter.

Electrocardiogram Design *Electronics* **November 2017-December 2017**

- Created a Printed Circuit Board (PCB) that reads signals from the arm and leg to display an image of the heartbeat.
- PCB designs are developed on Multisim and synthesized on Ultiboard before being put into production.

Event Signup *Software* **June 2017**

- Web application that allows users to store information like their username and password and sign up for events.
- Utilized the programming languages of HTML, CSS, JavaScript, and PHP and the MySQL database to develop this web application.

Audio Visualizer *Electronics* **April 2017-May 2017**

- Designed a PCB that outputs different frequencies of an audio file that is plugged into the PCB.

Data Mining *Software* **December 2016**

- Computer Program that utilized the J48 algorithm to discover patterns and regularities in a given set of data.
- Java project that scripted through data using the algorithm to return specific information from the given set of data.

Finance Calculator *Software* **November 2016**

- Graphical User Interface developed in Java that simulates a travel agency and calculates costs and returns of a trip.

Coin Collection *Software* **November 2015**

- Platform Game where the objective of the game is to collect tokens while jumping onto platforms.
- Developed in Python utilizing the Python programming language library of Pygame.

Email Scripter *Software* **October 2015**

- Python project making use of regular expressions and methods to script through a web page returning all valid email addresses found.