

Hamza Ahmed

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

BA in Computer Science (CS)
Expected May 2017 | Berkeley, CA
College of Letters & Science

DHAHRAN HIGH SCHOOL

Grad. May 2013 | Dhahran, Saudi Arabia
Scholar of the Year (2013)

COURSEWORK

UNDERGRADUATE

Structure and Interpretation of Computer Programs (CS61A)
Data Structures (CS61B)
Machine Structures & Computer Architecture (CS61C)
Discrete Mathematics & Probability Theory (CS70)
Efficient Algorithms & Intractable Problems (CS170)
Artificial Intelligence (CS188)
Operating Systems (CS162) [in progress]
Database Systems (CS186) [in progress]

SKILLS

PROGRAMMING

Proficient (5000+ lines):
Java • Python • HTML5 • CSS3
jQuery • Visual Basic
Experienced (1000+ lines):
JavaScript • Scheme • C/C++
Familiar (<1000 lines):
Django • UNIX • LaTeX

LINKS

YouTube: o7amzAXx
(1,300,000+ video views)
GitHub: hamzaahmed
LinkedIn: hamzaahmed

ADDITIONAL INFO

INTERESTS

Soccer • Weight lifting
Bass guitar • FIFA • Travel

LANGUAGES

English (Primary)
Arabic (Secondary)

EXPERIENCE

UC BERKELEY CS198 (WEB DESIGN) | Instructor

May 2014 – Present | Berkeley, CA

- Supervised the admission process of 2000+ applicants
- Taught front-end web development skills (HTML/CSS/JS) and user interface design principles to an audience of over 100+ students
- Other Duties: grade homework/projects, hold office hours, create new learning material

UCBMUN | Web Developer & Front-end Designer

May 2014 – Present | Berkeley, CA

- Reconstructed the official UCB Model UN website consisting of over 25+ pages with HTML5, CSS3, and JQuery (<http://ucbmun.org>)
- Developed the front-end and redesigned the UI
- Remodeled the UX to effectively serve over 600+ delegates and attract sponsorships

UC BERKELEY CS61A | Lab Assistant

Aug 2014 – Dec 2014 | Berkeley, CA

- Coached over 30+ students on how to tackle a variety of challenging CS problems in Python
- Facilitated and supervised lab sections and office hours
- Debugged project, homework, and lab assignments

PROJECTS

ARTICAL

- Built a blogging platform designed for UC Berkeley students using HTML, CSS, Javascript, and Django.

PROCESSOR DESIGN

- Implemented a fully-functioning processor for the Ida assembly language in Logisim.

MAPREDUCE ON FIFTEEN PUZZLE

- Used the Apache Spark API and the MapReduce programming model to strongly solve Fifteen puzzle.
- Optimized for performance by utilizing lazy evaluation and partitioning data.

DEAL OR NO DEAL SIMULATION

- Built a replica of the game Deal or No Deal in Visual Basic.
- Consisted of a two-player interface that aesthetically and functionally resembled the original with over 4000+ lines of code.

NETWORK GAME

- Wrote a program in Java for an AI player that plays the game Network.

PERSONAL WEBSITE

- Built a mobile responsive personal portfolio with HTML, CSS, and JQuery.