Zaki Araujo

36 Callender St.
Boston, MA 02124
(857)-800-4128
zakiaraujo@gmail.com

is Currently in High school seeking to gain knowledge in the fields of Computer Science and Engineering Design to contribute to global evolution.

EXPERIENCE

Solutions For All, Boston MA — *Computer Repairs Specialist*

January 2019 - 2020

Computer programmer, builder, as well as computer repairs. Commended for performance in repairs and customer service. Strong working knowledge of computers and computer operating systems.

Hebrew College COVID 19 Youth Commission, Boston MA — *Commissioner*

January 2021 - June 2021

A diverse group of youth from Greater Boston who are passionate about addressing the challenges of the COVID-19 pandemic, including some longstanding justice issues that this health crisis has brought to light or exacerbated, and taking steps to make everlasting changes to our communities.

The LEAH Project Stem Internship, Boston MA

 July 2021 - August 2021

Received intensive training on STEM topics relevant to the LEAH curriculum. Met high school students from across Boston and gained a support network. Gained exposure to STEM careers and studies, as well as various possible workplace experiences.

Massachusetts Institute of Technology Blueprint 2022, Boston MA

February 2022

Participated in the learnathon and hackathon sessions. Our team was responsible for creating a website front end in which we created FundStart which was responsible for connecting investors to new startups to help companies evolve and expand.

Citywide Regional Science Fair 2022, Boston MA

February 2022

Attended the Virtual Boston 2022 Citywide Reginal Science fair with a computer Science project that showed the power of

ADDITIONAL STUDY

Harvard University - CS50x: Introduction to Computer Science

March 2021 - August 2021

Harvard University's CS50x course is a comprehensive introduction to computer science and the art of programming for majors. Topics include abstraction, algorithms, data structures, encapsulation, resource

EDUCATION

John D O'Bryant School of Math and Science, Boston MA — *Seeking Bachelor's Degree*

Graduation date 2023

4.5 GPA. Coursework in Engineering Design Process and Computer Science.

SKILLS

Computer Literacy - Java, Javascript, Python, Html, and CSS. Extensive knowledge of 3d Modeling Software, Sony Vegas Pro, Adobe Photoshop, Windows 10 OS, Autodesk Inventor, Fusion 360, and Graphical Design knowledge.

Engineering - Courses in computer-aided design, soldering, electricity, Remote Operated Submersible Vehicles, 3D Printing, Calculating Moments, MIG welding, electrical circuit work.

AWARDS

National Honors Society

Awarded Student of the year

Awarded Headmaster's Award for multiple quarters

LANGUAGES

Cape Verdean Creole and currently taking Spanish 3 in school.

management, security, software engineering, and web development. Languages include C, PHP, and JavaScript plus SQL, CSS, and HTML. Problem sets are inspired by the real-world domains

Cryptology 101, Boston MA

July 2021

An introductory course into cybersecurity, cryptology, Steganography, brute force password cracking, how to securely encrypt and protect important information.

Wentworth Institution of Technology - COMP1000: Computer Science I

September 2021 - December 2021

An introductory course covering the fundamental concepts and skills of programming in a high-level language. Emphasis is placed on problem-solving, algorithm development, program design and structure, code documentation and style, and testing and debugging. Topics include hardware and software systems, data types and variables, device/file input and output, flow control and functions, use of basic data structures, as well as principles and applications of object-oriented programming.

Wentworth Institution of Technology - COMP 1050: Computer Science II

January 2022 - May 2022

This course is an advanced introduction to computer science. It focuses on object-oriented programming. Topics include abstraction and encapsulation, classes and methods, objects and references, overloading, inheritance, polymorphism, interfaces, console/file input/output, dynamic data structures, generics, and GUI applications.