

# Ayub Ahmed

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## Relevant work experience

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| STEM & Robotics Instructor   Technology, Exploration and Career Center East (TECC-E)  <br>Lewisville, TX | 02/2023 - 05/2023<br>Hours per week: 6 |
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Taught basic programming, robotics, and engineering ideas to elementary and middle school students from both under-resourced and well-resourced schools.

Led hands-on activities with LEGO Mindstorms and Arduino so student teams could build, wire, and program simple robots to complete challenges.

Broke down STEM topics into age-appropriate lessons that helped students feel more confident and interested in STEM fields.

Encouraged teamwork and problem solving by having students test, discuss results, and plan changes to improve their designs.

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| Student Ambassador / Tour Guide   The University Of Colorado at Boulder   Boulder, CO | 03/2025 - Present<br>Hours per week: 12 |
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Lead campus tours for groups of about 20 to 30 prospective students and family members.

Have met and spoken with more than 5,000 visitors during large campus visit days and events.

Explain CU Boulder academics, student life, and campus resources during 60 to 90 minute walking tours.

Answer questions about curriculum, housing, financial aid, and campus culture so families can make informed choices.

Represent the university at events and practice clear, confident public speaking.

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| Core Team Member   sweetgreen   Boulder, CO | 08/2025 - Present<br>Hours per week: 18 |
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Support front-of-house operations for a fast-casual restaurant serving about 140 guests per shift.

Take orders, assemble meals, and provide customer service while following food safety rules.

Process cash and electronic payments totaling up to 6,000 dollars per shift with accurate cash handling.

Help train new team members on the register and service steps and answer questions during busy periods.

Stay calm and positive during rushes and work with teammates to solve customer issues.

## Education, certification or licensures

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| University of Colorado Boulder   Boulder, CO | Completion date: 05/2028 |
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Bachelor's degree

Major: Computer Science | Minor: Psychology

Honors and Scholarships:

Chancellor's Achievement Scholarship, merit-based scholarship awarded by CU Boulder, 2024 - 2028.

IKON Scholarship, awarded two consecutive years for financial need and community involvement.

Relevant Coursework:

Computer Science: Data Structures, Intro to Object Oriented Programming, Discrete Structures, Algorithms, Software Engineering & Tools

Mathematics: Calculus I, Calculus II, Linear Algebra

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| Flower Mound High School   Flower Mound, TX | Completion date: 06/2024 |
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High school diploma or equivalent

## Job-related training

Technology, Exploration and Career Center East (TECC-E):

- AutoCAD Certification (2023)
- Fusion360 Certification (2024)
- Multimeter Certification (2023)
- Laser Engraver/Cutter Proficiency (2023-2024)
- Private Drone Pilot License (2023)
- Commercial Drone Pilot Training (2023-2024)

The University of Colorado at Boulder:

Programming Languages: Python, Java, C++, Assembly

Tools and Platforms: Git, Linux, Visual Studio Code, Jupyter

## Additional information

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## PROJECTS

Dungeon Crawler Item Management – C++ and Data Structures      CSCI 2270, Spring 2025

- Built a text-based dungeon crawler game in C++ that used custom hash table, priority queue, and graph data structures to manage items, inventory, and dungeon layout.

- Designed and added features such as upgrade and pickup/drop logic, prioritized item handling, room navigation, and menu options so the game behaved correctly for different inputs.

- Used GitHub for version control and organized the program into several source files shared with a partner.

- Completed a live interview grading session and explained how each data structure was implemented and used, and answered conceptual questions about the code.

High-Power Rocket Design Competition – Team Member

- Worked with a four person team to design, build, and launch a competition rocket while following all safety and performance rules.

- Helped with airframe design, payload integration (an egg), basic simulations, and decisions about parts and build steps.

- Took part in flight testing and post-flight review and used performance results to discuss ways to improve the design.