

Abdulai Bah

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Frisco, TX
EDUCATION

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Texas A&M University | College Station, TX
Bachelor of Science in Computer Engineering
GPA: 3.5

Aug 2021 - May 2025

SKILLS

- Python, Java, C++, HTML, CSS, Git, Robotics
- Linux, MATLAB, Verilog, Logic Design, Armv8 Assembly,
- Native French Speaker
- Testing Equipment (Manometer, Flowmeters, Oscilloscopes, etc.)
- Microsoft Word, Excel, Publisher

EXPERIENCE

ExVeritas North America | Garland, TX

Test Engineering Intern

Jun 2023 – Jul 2023

- Drafted test method documents using IECEx standards to increase lab's consistency
- Modified explosion testing apparatus to double efficiency
- Operated data loggers for heat, voltage, and current of 20 testing samples
- Applied IECEx standards to prepare 30 samples for testing
- Researched various testing equipment and spoke to suppliers to add to lab capabilities

Strand Beest | College Station, TX

Team Member

Sep 2021 – May 2022

- Collaborated with a team to design movement software for a two-motor robot operating in differential drive
- Read motor-controller libraries and documentation to implement formulas for movement

LEADERSHIP EXPERIENCE

Germination System | College Station, TX

Programming Lead

Sep 2021 – May 2022

- Conceived a modular system that could be applied to various plant species' needs
- Programmed a Raspberry Pi to function as a central control unit to manage an autonomous growing device
- Analyzed data sheets and documentation for sensors and servo motors to implement them into the system
- Designed and implemented software to read and write to GPIO pins

Lone Star Debate | Frisco, TX

Captain

Sep 2019 – May 2021

- Competed and placed in 3 regional tournaments with other schools
- Taught 15 new members Lincoln-Douglas debate
- Collaborated with other captains to foster and facilitate a learning community for the debate program

PROJECTS

PyQt Calculator

Personal Project

Jul 2023

- Developed a Calculator application and GUI using PyQt in Python
- Programmed 5 operation functions as well as answer storage

Tower Defense RPG

Personal Project

Jul 2023

- Drafted a text-based game using Object Oriented Programming in Java
- Used an Inheritance structure to handle interactions between game components
- Responded to feedback by implementing game-balance mechanisms
- Enlisted 15 play-testers to receive feedback from
- Refactored project for same functionality in Python