

# Zyad Alkurdi

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## EDUCATION

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### University Of Cincinnati

August 2021 – May 2026

*Computer Science*

*Cincinnati, OH*

- Developed 2 different warehouse prototype robots with Python & LabVIEW with different teams of engineers
- U.C E-Sports member, competed & worked with other members in various competitive games.

### Harvard University

October 2021

*CS50 Introduction to Computer Science*

*Online*

- Introduced to abstraction, algorithms, data structures, security, resource management, and Web Development

## EXPERIENCE

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### Well Minded Media

July 2021 – June 2022

*Frontend Developer Intern*

*Remote*

- Built and deployed applications using semantic HTML, CSS, and JavaScript best practices.
- Used React to build more complex applications with state management, database integration, and API callbacks.
- Collaborated on a team to develop from mockups into a final production level deployment with version control.

### Forward Edge

June 2022 – August 2022

*IT Engineer*

*Cincinnati, OH*

- Developed & troubleshooted software and hardware issues with the command line, and domain authentication.
- Maintained a Google Education Partner standard in schools with cybersecurity, networking, & hardware tickets

### Upwork

May 2022 - Current

*Freelance Frontend Developer*

*Remote*

[Client Portfolio #1](#) | [Client Portfolio #2](#) | [Client Portfolio #3](#)

- Designed, developed, and hosted client's e-portfolio using semantic HTML5 and CSS3 (+ BEM) best practices.
- Provided responsive and multi-platform support to enable the portfolio to be viewed on any platform.

## SKILLS & INTERESTS

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- **Skills:** HTML5, CSS3, JavaScript, React.js, TypeScript, TailwindCSS, GraphQL, Python, Node.js, C++, Java, LabVIEW, Next.js, REST API, PostgreSQL, React-Native, Firebase, Figma, Docker, Three.js, GitHub, MongoDB, SaaS, SQL
- **Interests:** Lifting, Music, Coding, Nutrition, Finance, Basketball, Cars, Cubing, Competitive FPS, "How things work"

## PROJECTS

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### [Perplexed](#)

*Trivia Game*

- Fullstack trivia game built using the Trivia DB API with React, Node.js, Tailwind CSS, and Firebase + Firestore. User can create an account and rank up on the leaderboard with the points they accumulate from trivia.

### [Player One](#)

*Videogame Catalog*

- This robust catalog application was developed with the best practices of HTML5, CSS3 [ BEM ], JavaScript ES6+, React [ Hooks + Dev Tools ], Git + GitHub, utilizing the RAWG API.

### [Nutrify](#)

*Nutrition Tracker*

- Fully responsive nutrition tracker application developed with the best practices of HTML5, CSS3 [ BEM ], SASS, JavaScript ES6+, React [ Hooks ], REST API, and Git + GitHub - utilizing the Nutritionix API.