

Zyad Alkurdi

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EDUCATION

University Of Cincinnati

August 2021 – May 2026

Bachelor of Science, 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

Fidelity Investments

June 2023 – August 2023

Full-stack Software Engineer Intern

Hybrid

- Utilized expertise in Apex, Salesforce, HTML, JavaScript, CSS, and the Lightning framework.
- Thrived in an agile work environment, contributing to scrums, sprints, and user story development.
- Collaborated closely with cross-functional teams to deliver quality solutions that exceeded client expectations.

Well Minded Media

Oct 2022 – Jan 2023

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

SKILLS & INTERESTS

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

PROJECTS

[Perplexed](#)

June 2022 – July 2022

Trivia Game

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

[Player One](#)

July 2022 – August 2022

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](#)

August 2022 – September 2022

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.

AVAILABLE FOR INTERNSHIP/CO-OP: SPRING 2024