Zyad Alkurdi

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EDUCATION

University Of Cincinnati   **August 2021 – May 2026**
Bachelor of Science, Computer Science   *Cincinnati, OH*
- Led a dynamic team of engineers in developing two warehouse prototype robots, showcasing strong leadership and project management skills.
- Developed valuable teamwork, communication, and strategic thinking abilities through E-Sports, complementing technical expertise.

EXPERIENCE

Fidelity Investments   **June 2023 – August 2023**
Full-stack Software Engineer Intern   *Hybrid*
- Leveraged Apex, Salesforce, HTML, JavaScript, CSS, and the Lightning framework to deliver efficient and scalable solutions, leading to a 15% improvement in user application experience.
- Implemented Mocking to decrease testing within Salesforce, resulting in a 10% increase in team productivity.
- Actively participated in 3-week sprints, ensuring on-time delivery of 15 critical user stories

Well Minded Media   **Oct 2022 – Jan 2023**
Frontend Developer Intern   *Remote*
- Collaborated remotely with a team of 4 developers, maintaining exceptional communication and contributing to a 25% reduction in application development time.
- Used React to build more complex applications with state management, database integration, and API callbacks.
- Collaborated on a team to develop from Figma mockups into a final production level deployment.

Forward Edge   **June 2022 – August 2022**
IT Engineer   *Cincinnati, OH*
- Developed & troubleshooted software and hardware issues with the command line, and domain authentication.
- Ensured 100% adherence to Google Education Partner standards in schools by implementing robust cybersecurity measures, improving the overall security posture of educational institutions.

SKILLS & INTERESTS

- **Skills:** HTML5, CSS3, JavaScript, React.js, TypeScript, XML, GraphQL, Python, Node.js, C++, Java, Apex, Next.js, Salesforce, PostgreSQL, React-Native , Firebase, Figma, Jira, 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](Player%20One)   **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 Nutrionix API.

AVAILABLE FOR INTERNSHIP/CO-OP: SPRING 2024