Humza Ahmad

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EDUCATION | **University of Illinois at Urbana-Champaign** — May 2025

Bachelor of Science in Statistics

- Minor in Computer Science
- Certificate in Data Science
- Relevant Coursework: Statistical Data Management, Statistics Programming Methods, Data Structures

EXPERIENCE | **AXIS Capital** — Champaign, IL

Data Processing Intern — May 2024-Current

- Utilized python to develop an automated pipeline for collecting, aggregating, and tagging files based on specific criteria, optimizing the conversion of these files into required formats
- Developed and implemented code to simulate malware attacks across diverse network structures, executing multiple instances for each configuration and capturing both raw and refined data (e.g., graphs) to evaluate potential vulnerabilities and conduct research
- Tested and validated internal tools, identifying and documenting any anomalies or issues, and provided actionable feedback for improvements

Jazz Telecom Corporation — Islamabad, Pak

Data Science Intern — June 2023-August 2023

- Identified statistically significant variables for incorporation into a credit score prediction model
- Employed data wrangling techniques to derive novel variables from existing dataset features, enhancing the inputs for the credit score prediction model
- Scraped both pre-owned and new handset prices from various online webstores for 16,000 devices utilized within the company network
- Cleaned and formatted the dataset to ensure optimal usability further down the pipeline

Computer Science Course Staff — Champaign, IL

Course Assistant — December 2022-May 2023

- Worked with a team to develop programming projects to challenge and develop students' skills, I specialized in writing test cases to evaluate and refine their code
- Facilitated discussion sections and instructed students on lecture material
- Conducted regular office hours dedicated to assisting students with debugging their C++ project code, providing personalized guidance and support to address their programming challenges

PROJECTS | **Chess FPS Hybrid Game**

Game Development — August 2023-December 2023

- Engineered a hybrid game prototype in Unreal Engine 5, integrating traditional chess mechanics with real-time first-person shooter elements, leveraging Blueprints and C++ for seamless interaction
- Employed animation blending and character controllers to seamlessly transition players from chess gameplay to first-person shooter combat scenarios, for fluid gameplay experiences
- Implemented comprehensive rule-based systems to accurately recognize and enforce all legal chess moves available to players during the chess phase of the game

Soccer Teams Comparison Application

App Develpoment — January 2023-May 2023

- Developed an interactive R Shiny app for soccer enthusiasts to explore team performance across leagues and seasons by selecting parameters like year, league, and team, utilizing reactive programming and modular UI design.
- Deployed data wrangling techniques in R to preprocess and filter large datasets, ensuring that only relevant team options are displayed based on user-selected criteria, to optimize app performance

SKILLS

Programming languages: R (Advanced) | Python (Advanced) | C++ (Advanced) | JavaScript (Intermediate) | SQL (Basic)

Software: GitHub | Docker | Apache Airflow | Office 365 Software | Adobe Photoshop