Ibaad Sayeed

404-932-3490 | ibadsay@gmail.com | linkedin.com/in/ibadsay

EDUCATION

Georgia Institute of Technology — Atlanta, GA
Bachelor of Science in Computer Science — *Dec. 2025*

Relevant Coursework: Data Structures & Algorithms, Computer Organization, Algorithm Analysis, Artificial Intelligence, Computer Graphics

EXPERIENCE

Georgia Tech Research Institute — June 2021 – August 2021
Georgia Institute of Technology — *Atlanta, GA*

- Developed an on board vision system for a Braccio Robot, to interact with its surrounding environment.
- Implemented a vision system using April Tags and OpenCV.
- Controlled movements through connection between Arduino and Raspberry Pi, and utilize respective libraries to ensure stability.

Data Entry Intern — June 2023 – Aug 2023
Intelage — *Atlanta, GA*

- Streamlined the candidate hiring process by filtering through over 200 applications for teaching positions across 8 counties in the Atlanta area.
- Proficiently managed the application process for prospective teachers, ensuring thorough completion and submission of required documentation for candidates.

Robotics Mentor — August 2022 – Present
Georgia LINKS Robotics — *Atlanta, GA*

- Mentored over 10 students in fundamental Robotics topics such as prototyping, robot controls, and electrical
- Partook in planning out workshops and weekly meetings to foster skill development and innovation in STEM fields.
- Facilitated hands-on learning experiences, guiding students in designing, building, and programming robots for competitions and projects.
- Maintained a safe and inclusive learning environment, ensuring adherence to safety protocols and fostering a culture of respect and collaboration among students.

PROJECTS

Dungeon Crawler | *Kotlin, Java, Android Studio, Git, Group Project* — Sept. 2023 – Dec. 2023

- Developed a 2-Dimensional Mobile Game using Android Studio
- Designed a leader board that saved and updated to showcase the user's highest scores across multiple game play sessions
- Developed test cases to analyze and solve bugs and glitches in the application to ensure smooth game play
- Created enemy behaviors
- Designed using Object-Oriented Design & Analysis and UML philosophy

AI PacMan | *Python* — Jan. 2024 – May 2024

- Implemented AI functionality for UC Berkeley's AI PacMan project
- Developed an informed state space search and value iteration algorithm to create a step-by-step plan for PacMan to collect all pellets in the game.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, GLSL, Kotlin
Frameworks: Node.js, Flask, JUnit, April Tags, OpenCV
Developer Tools: Git, Docker, Android Studio, IntelliJ, VS Code, Visual Studio, Jira