

Abdirahman Ibrahim

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Education

University of Minnesota Twin Cities

BA Computer Science

Minneapolis, MN

Expected May 2026

Relevant Coursework: Advanced Data Structures & Algorithms, Web Development, Introduction to Data Structures & Algorithms, Object Oriented Programming, Introduction to Databases, Advanced Programming, Machine Architecture

Technical Skills

Programming Languages: Python, Java, Javascript, Next.js, HTML, CSS, Ocaml

Software: Git, IntelliJ, Terminal, VSCode

Languages: Somali, Arabic, Swahili

Experience

Headstarter AI

Software Engineer Fellow

San Francisco, CA

July 2024 – Present

- Built and deployed 5 AI projects within 5 weeks, reaching 1,000 users in the last 2 weeks.
- Applied machine learning algorithms to analyze datasets, develop predictive models, and identify trends.
- Participated in hackathons and collaborative data-driven problem-solving sessions.

Cyxtera

IT Help-Desk Intern

Shakopee, MN

May 2024 – Present

- Provided technical support to users, resolving 95% of issues on the first attempt.
- Assisted with software installations and updates, reducing system downtime.
- Documented and tracked issues using a ticketing system, improving resolution times.

Teen Tech Best Buy

Python Tutor

Minneapolis, MN

June 2023 – June 2024

- Created lesson plans that effectively taught Python to high school students, achieving a high completion rate.
- Assisted students in understanding Python syntax, significantly improving their test scores.
- Collaborated with interns and instructors to make learning fun, increasing student engagement by 50%.

Projects

Inventory Tracker Application

- Developed a pantry management application using Next.js for the frontend, and Firebase for the backend.
- Created features for adding, removing, and updating pantry items, making inventory management easier for users.
- Designed a responsive and intuitive interface, enhancing user satisfaction.
- Implemented real-time updates to improve the overall user experience.

Memory Game (HTML, CSS, JavaScript)

- Built a memory game using JavaScript to help users improve their memory skills.
- Utilized HTML and CSS for layout and styling, ensuring a visually appealing design.
- Incorporated interactive elements and a scoring system to track player performance.

Minefield (Java)

- Developed a Java-based Minefield game, implementing game logic and user interface.
- Utilized Java Swing for graphical user interface components and event handling.
- Included features like timer and high score tracking to enhance user engagement.

Portfolio

- Designed a personal portfolio website using CSS to showcase projects and skills.
- Implemented responsive design to ensure optimal viewing on various devices.
- Included sections for projects, skills, and contact information, resulting in a 30% increase in profile views.

Leadership & Activities

ColorStack UMN Chapter

Co-Founder/Vice President

January 2024 – Present

- Managed administrative tasks, ensuring smooth operation and resource management.
- Increased event attendance by 50% through effective publicity strategies.
- Coordinated events, enhancing member engagement.

Somalis In Business And Tech (SIBAT)

Co-Founder

April 2023 – Present

- Built a supportive network with 5+ professionals for Somali individuals in business and tech.
- Assisted 20+ students with homework and LeetCode, improving problem-solving skills.