

Alvi Aziz

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About Me

Aspiring software developer with a strong foundation in web, mobile, and game development, as well as experience in database management, graph theory, and networking. Passionate about backend development and logic-based system optimization, with a proven ability to adapt and solve problems in diverse environments. Former STEM tutor, leveraging a love for learning and critical thinking to tackle complex challenges and collaborate effectively.

Education

Hunter College, BA in Computer Science

Core Skills

Languages: C++, Java, SQL, JavaScript, Python, HTML/CSS, Dart

Technologies: Visual Studio, Android Studio, Flutter, MySQL

Fields: Graph Theory, Networking and Communications

Experience

Database Design Intern, Brooklyn Chamber of Commerce – Brooklyn, NY Jul 2024 – Aug 2024

- Designed and implemented a normalized database in Microsoft Dataverse to efficiently manage and store customer information.
- Developed entity relationships and data models to ensure accuracy, scalability, and compliance with best practices.

Crew Member, Dunkin Donuts – Sunnyside, NY Oct 2022 – Mar 2023

- Provided excellent customer service by engaging in positive social interactions and addressing diverse customer needs with professionalism.
- Managed a variety of situations, from routine transactions to resolving customer concerns, ensuring a smooth and satisfactory experience.
- Maintained composure and efficiency in a fast-paced environment, adapting to differing levels of demand and intensity.

Projects

Spotify Interface github.com/DyeGo22hd/Capstone-Project—Spotify-

- Developed a basic interface for Spotify with available authentication and recommendation based on song choice.
- Tools Used: JavaScript, Vite, Python, SQL

PowerShell Scripts and Profile github.com/imELVEE/powershell-profile

- Created scripts and a profile for use in PowerShell that give useful commands and automated processes to streamline a development environment.
- Tools Used: PowerShell, Windows Terminal

Game Engine Implementation github.com/imELVEE/F24_Alvi_Aziz

- Built a game engine with GLFW and GLAD in C++ along with a simple game built on that framework.
- Tools Used: C++, GLFW, GLAD, CMake, Visual Studio

Other Experience

Home Attendant, C&T Homecare – Jamaica, NY

Sep 2020 – Current

- Delivered compassionate, personalized care to elderly clients, ensuring their physical and emotional well-being.
- Assisted with daily living activities, including bathing, dressing, meal preparation, and medication reminders.
- Monitored clients' health conditions and reported changes to family members or healthcare professionals as needed.

Tutor, Bobby-tariq Tutoring Center – Jackson Heights, NY

Jan 2019 – Dec 2019

- Provided personalized instruction to students in core STEM subjects, including mathematics, science, and technology.
- Fostered critical thinking and problem-solving skills through engaging and interactive teaching methods.
- Assessed individual learning needs and developed tailored strategies to improve understanding and performance.