

Abdulrahman Qureshi

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Projects

- GestureAR**
(January 2024 - February 2024)
- Developed an AR-enabled device that displays virtual glasses on users' faces, utilizing OpenCV for real-time face tracking and gesture recognition to control LED functionality.
 - Engineered Python-based software leveraging OpenCV, NumPy, and RPIO.GPIO for optimized real-time processing on Raspberry Pi.
- O.S.M.D. (Optical-Scanning-Mathematic-Service)**
(December 2023- January 2024)
- Designed a math-solving device integrating Pi Camera and Math-Pix API, enhancing accuracy and processing speed for real-time problem recognition
 - Configured a Raspberry Pi-based circuit with a Pi Camera, Jumper wires, and an LCD screen, utilizing Python libraries including OpenCV, JSON, and RPIO.GPIO.
- Street Fighter 2099**
(September 2023 - December 2023)
- Developed a two-player game in p5.js, Arduino, and P5.play, with sprite animation and player control via a handheld circuit using p5.serialcontrol.
 - Coded the game in JavaScript and optimized the circuit in C++, ensuring seamless integration between hardware and software components
- Hermes Lens**
(January 2023 - May 2023)
- Engineered a language translation device using Pi Camera and software, displaying translations on an LCD screen via Raspberry Pi processing.
 - Authored Python-based code employing Pytesseract and OpenCV for text processing and real-time translation display.
 - Received the 2023 Gunter Georgi Award for Outstanding General Engineering Design

Experience

- Secretary, ICNA Summer School**
(July 2023 - Present)
- Spearheaded attendance management for over 90 students and teachers, developed tracking systems, and enhanced school operations by creating a user-friendly website. Led Islamic studies instruction, boosted student engagement
- Co-Director at Dream Studios**
(March 2024 -June 2024)
- Directed operations and technology, managing business and technical aspects of artistic projects. Collaborated with staff to optimize studio practices, reducing exhibition costs by 29% through strategic budget management.
- IT intern at UTA**
(July 2022 - August 2022)
- Completed a 5-week IT internship, mastering Azure, Windows Virtual Machine, GitHub, and Netlify. Enhanced technical presentation skills using Google Slides.
- SYEP intern at MakerState**
(July 2022 - August 2022)
- Led hands-on STEAM education in TinkerCAD, Arduino, and Roblox Studio, designing projects that align with NYC youth and Department of Education standards.

EDUCATION

- New York University (Junior)**
- Major: Integrated Design & Media | Expected Graduation May 2026 | GPA: 3.0

SKILLS

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|----------------------------|---------------------|------------------|
| • Programming | • Prototyping | • Budgeting |
| • Web Development: | • Game Development: | • Optimization |
| • Hardware Integration | • Design Software | • Planning |
| • APIs and Libraries | • 3D Visualization | • Communication |
| • Cloud and Virtualization | • Media Integration | • Administration |