

# Abdulrahman Qureshi

929-387-0810 | aq2073@nyu.edu | linkedin.com/in/abdulrahman-qureshi | abdulq.com

## SUMMARY

Product designer and creative technologist building tools that simplify focus, enhance intuition, and turn abstract systems into everyday interfaces.

## EDUCATION

<b>New York University</b> <i>Bachelor of Science in Integrated Design and Media</i>	New York, NY Sep. 2022 – May 2026
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## PROJECTS

<b>Tally – Lead Designer</b> <i>Independent Project</i>	Jul. 2025 – Present New York, NY
– Reimagined how developers use Github by creating a local-first AI journal that transforms file edits and Git commits into intuitive visual narratives of creative flow.	
– Designed a timeline interface that humanizes developer productivity, turning raw data into private, meaningful insights.	
– Built an adaptive summarization engine powered by Ollama to generate human-readable reflections and daily reports offline.	
<b>Subtext – Design Engineer</b> <i>Startup Project</i>	Jun. 2025 – Aug. 2025 New York, NY
– Engineered Subtext, an AI Chrome extension that helps users refine and rewrite prompts directly inside ChatGPT.	
– Developed scalable backend systems with FastAPI, Firestore, and Redis; designed modular analysis panels that make AI interaction more intuitive and transparent.	
<b>E-Ink Laptop – Product Engineer</b> <i>Independent Project</i>	May 2025 – Jul. 2025 New York, NY
– Manufactured a personalized digital assistant in laptop form combining a Raspberry Pi Zero 2 W, 7.5" E-Ink display, and 3D-printed chassis into a distraction-free workspace.	
– Built a minimalist Markdown interface focused on presence, longevity, and simplicity, achieving 10+ hours of seamless offline use.	
<b>Hermes Lens – Software Engineer</b> <i>NYU General Engineering Final Project</i>	Jan. 2023 – May 2023 New York, NY
– Designed Hermes Lens, a real-time OCR translation device that bridges language barriers through vision and embedded computing.	
– Developed a compact on-device pipeline with Raspberry Pi and OpenCV for instant text detection and projection onto a micro-OLED display.	
– Recipient of the 2023 Gunter Georgi Award for Outstanding General Engineering Design.	

## EXPERIENCE

<b>Design Lab Technical Assistant – NYU</b> <i>New York University</i>	May 2025 – Present New York, NY
– Provide technical support and one-on-one coaching to students, staff, and faculty across 3D printing, laser cutting, soldering, microcontrollers, and basic electronics.	
– Operate and maintain prototyping equipment (3D printers, and laser printers), perform calibrations, and create quick-start guides and safety checklists.	
– Co-plan and facilitate hands-on workshops on CAD fundamentals, rapid prototyping, and interactive hardware, improving lab readiness and student project throughput.	
– Assist Print Services with file prep, material selection, and production timelines to ensure consistent output quality.	
<b>Co-Director – Dream Studios Collective</b> <i>Independent Studio</i>	Mar. 2024 – Jun. 2024 New York, NY
– Led operations and technology for a multidisciplinary exhibition, coordinating schedules, install logistics, and AV needs with artists and venue staff.	
– Introduced lightweight budgeting and vendor management practices that reduced exhibition costs by 29% through strategic resource planning.	
– Produced event collateral and on-site signage; documented setup/teardown SOPs that streamlined future productions.	

## SKILLS

<b>Languages:</b>	Python, JavaScript, TypeScript, HTML/CSS, Bash
<b>Frameworks/Libraries:</b>	React, Node.js, FastAPI, Flask, OpenCV, MediaPipe, P5.js
<b>Tools/Platforms:</b>	Git, GitHub, Netlify, Azure, Firebase, SQLite, Redis, Tauri, Cursor, Vercel
<b>Hardware:</b>	Raspberry Pi, ESP32, Arduino, GPIO, sensors, camera modules, OLED/LCDs, 3D printing (Fusion 360, Cura)
<b>AI/AR:</b>	OpenAI API, Ollama, OCR, AR filters, prompt engineering, real-time overlays
<b>Design:</b>	Figma, Blender, Adobe Suite (Premiere, Illustrator, Photoshop), Lens Studio
<b>Practices:</b>	Team Collaboration, Project Planning, Technical Communication, Teaching, Rapid Prototyping