Abdulrahman Qureshi

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SUMMARY

Multidisciplinary NYU student passionate about building interactive, impactful experiences through AR, embedded systems, and thoughtful design. Experienced in full-stack prototyping, physical computing, and presenting work in both academic and creative contexts.

EDUCATION

New York University   New York, NY
Bachelor of Science in Integrated Design and Media   *Sep. 2022 – May 2026*

PROJECTS

TimeTrace   July. 2025 – Present. 2025
Independent Project   *New York, NY*
− Built TimeTrace, a local-first AI journaling app that automatically tracks file edits and Git commits, generating audience-specific summaries (PM, client, self).
− Delivered an interactive calendar timeline that makes developer progress clear, shareable, and easy to reflect on — with full privacy preserved.

E-Ink Laptop   May. 2025 – July. 2025
Independent Project   *New York, NY*
− 3D printed a case for a custom E-Ink laptop powered by a Raspberry Pi Zero and custom software to enable seamless note-taking with keyboard shortcuts and multi-file navigation, reducing screen fatigue and power usage.

Squirtle Spray   Jan. 2025 – Mar. 2025
Independent Project   *New York, NY*
− 3D printed a motion-activated Squirtle toy that sprays water using Raspberry Pi, OpenCV, and a 12V pump system.
− Integrated Python-based computer vision with relay-controlled hardware for real-time interaction.

PowerElla   Sept. 2024 – Dec. 2024
NYU Tandon Prototyping Fund   *New York, NY*
− Designed a triboelectric nanogenerator umbrella using PDMS and PTFE to harvest energy from rain and wind.
− Built and tested a functional prototype with integrated supercapacitor storage.
− Presented at NYU Tandon Prototyping Fund showcase; mentioned on NYU Tandon social Media.

Hermes Lens   Jan. 2023 – May 2023
NYU General Engineering Final Project   *New York, NY*
− Created a live translation device with OCR using Pytesseract and OpenCV.
− Awarded the 2023 Gunter Georgi Award for Outstanding General Engineering Design.

EXPERIENCE

Design Lab Technical Assistant   May. 2025 – Present
New York University   *New York, NY*
− Provide technical support and training to students, staff, and faculty in the Design Lab and Print Services.
− Operated and maintained physical prototyping equipment.
− Help plan and facilitate Design Lab workshops and events.

Dream Studios Collective — Co-director   Mar. 2024 – Jun. 2024
New York, NY
− Led operations and technology across interdisciplinary creative projects.
− Reduced exhibition costs by 29% through strategic resource planning.

ICNA Summer School — Secretary   Jul. 2023 – Present
Queens, NY
− Managed attendance systems for 90+ students and led Islamic studies sessions.
− Boosted engagement and implemented streamlined record-keeping tools.

United Talent Agency (UTA) — IT Intern   Jul. 2022 – Aug. 2022
Remote
− Interned with a focus on Azure, Windows VMs, GitHub, and Netlify deployment.
− Built confidence presenting technical topics using Google Slides.

SKILLS

Languages: Python, JavaScript, TypeScript, HTML/CSS, Bash

Frameworks/Libraries: React, Node.js, FastAPI, Flask, OpenCV, MediaPipe, P5.js

Tools/Platforms: Git, GitHub, Netlify, Azure, Firebase, SQLite, Redis, Tauri, Cursor, Vercel

Hardware: Raspberry Pi, ESP32, Arduino, GPIO, sensors, camera modules, OLED/LCDs, 3D printing (Fusion 360, Cura)

AI/AR: OpenAI API, Ollama, OCR, AR filters, prompt engineering, real-time overlays

Design: Figma, Blender, Adobe Suite (Premiere, Illustrator, Photoshop), Lens Studio

Soft Skills: Team Collaboration, Project Planning, Technical Communication, Teaching, Rapid Prototyping