

Irteza M Syed

(678) 557-4232 - irteza.m.syed@gmail.com

<https://github.com/irtezasyed007>

<https://www.linkedin.com/in/irteza-syed>

TECHNICAL SKILLS

- **Programming Languages:** C++, C#, Java, Python, HTML, CSS, JavaScript
- **Specialized Platforms and Frameworks:** Xamarin, Unity
- **Spoken Languages:** English (native), Urdu/Hindi (native)

EDUCATION

Macaulay Honors College at the College of Staten Island/CUNY

University Scholar - 4 year merit scholarship

Bachelor of Science in Computer Science

Bachelor of Science in Mathematics

Expected: May 2018

Cumulative GPA: 3.7

CUNY Tech Prep (Software Development Bootcamp)

June 2017 - Present

- Selected to competitive full stack JavaScript training program that prepares students for careers in software engineering
- Learned in-demand technologies like Node, React, Express, and Sequelize, as well as processes for design, implementation, testing, and deployment

PROFESSIONAL EXPERIENCE

Forbes Media

Jersey City, NJ

Intern, Mobile Experience Development Team

July 2016 - Aug 2016

- Collaborated with the mobile development team of 5 engineers to improve visual clarity, responsiveness, and intuitiveness of the UI on the webpages for 2 Forbes' infographics
- Tested for bugs, wrote test code in JavaScript, and brainstormed ideas in short daily meetings

mTech

Staten Island, NY

Junior Software Developer

June 2017 - Aug 2017

- Worked at AI student startup mTech on cross-platform mobile apps using Xamarin and C#
- Accepted into CSI tech incubator and received guidance from mentors and industry professionals

College of Staten Island

Staten Island, NY

Computer Science and Math Tutor, Office of Academic Support

Dec 2015 - Mar 2017

- Tutored ~15 students daily in subjects like Calculus I-III, Linear Algebra, C++, and Discrete Mathematics

RESEARCH AND PROJECTS

Macaulay Honors Senior Thesis

Jan 2017 - Present

- Researching practical and theoretical uses of a random walk algorithm to identify clusters in a social network graph

Guidesmiths (Full Stack Javascript Web App)

Sep 2017 - Dec 2017

- Created a social media platform for hosting guides, with each step having a 300 character limit and requiring a GIF
- Used technologies include React, Express, Sequelize, Passport, and Postgres

The Circuitry (Serious Game)

Sep 2017 - Jan 2017

- Developed a serious game using Unity and C# scripts that teaches basic boolean logic and logic gates in a tower defense setting, where players must solve boolean equations to fix their defenses
- Presented the game at the CUNY Games Conference 4.0 with the assistance of Professor Deborah Sturm