

Masoud Ahang

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OBJECTIVE:

I'm a Computer Science student with solid skills in programming and problem-solving, along with hands-on work experience. I'm excited to apply what I've learned from my studies, projects, and work to help a creative and innovative team.

EDUCATION:

California State University Sacramento – Sacramento, California

Expected Graduation: May 2025

Bachelor of Science in Computer Science.

GPA: 3.5/4.00

RELEVANT COURSES:

- Algorithms and Data Structures
- Computer Software Engineering
- Computer Graphics Programming
- Data Visualization
- Database Management Systems
- Computability and Formal languages
- Intro to Computer Architecture
- Computer Organization
- Software testing/Quality Assurance
- Intro to System Programming in UNIX

TECHNICAL/NON-TECHNICAL SKILLS:

- Microsoft Word, Excel, PowerPoint
- Java, SQL, Python, C, Git
- JavaScript, HTML, CSS
- Eclipse, IntelliJ, Oracle SQL, GitHub
- Assembly, Linux/Unix, Windows, Mac
- VS Code, Android Studio
- JavaScript, VEGA-Lite/VEGA
- Tableau, ObservableHQ
- Bilingual in English and Persian/Dari

EXPERIENCE:

Highland Community Charter School/CICA,
Sacramento, CA

Paraeducator

March 2022 – Present

- Empowering students through comprehensive computer education for independent learning while collaborating with teachers to enhance English language skills in non-English speaking students, and efficiently managing administrative tasks for a smooth and organized educational environment, including document management, orientation coordination, and prompt student inquiry handling.
- Assisting instructors with lesson planning and classroom management, ensuring a positive and organized learning environment.
- Providing translation services and subject matter tutoring, supporting non-English speaking students and enhancing overall classroom communication.
- Synchronously teaching ELD students as a paraeducator at CICA for 10 months, ensuring their educational needs were met and facilitating a positive remote learning experience.
- Completed 4 months of training in PowerSchool while simultaneously performing tasks, which significantly improved my skills and experience in using PowerSchool SIS which is a student information system.

Ross Dress for Less, Sacramento, CA

Ross Store Associate

May 2021 – February 2022

- Customer Service: Greet customers warmly, understand their needs, and provide detailed product information. Resolve issues by listening to concerns and offering solutions or escalating when necessary. Maintain a courteous and helpful attitude to create a positive shopping experience.
- Cashiering: Handle cash, credit, and debit transactions accurately while keeping the cash drawer balanced. Provide quick and polite service at checkout, scan items correctly, and assist with any purchase questions. Follow store policies for refunds, exchanges, and returns to ensure customer satisfaction.

Masjid Al Fatima | Sacramento, CA

IT Technician

Jan 2020 – April 2021

- Performed troubleshooting on networking and connectivity issues to restore connections and network access.
- Responded to assistance requests from users and directed individuals through basic troubleshooting tasks.
- Created new accounts, reset passwords and configured access to servers and file management software for users.
- Supported customers with online billing, access and account issues.

PROJECTS/RESEARCH:

Interactive Game Redesign Project

Team Lead

March 2024 - May 2024

- **Purpose:** Transform the classic snake game into a more interactive and engaging experience using Object-Oriented Programming (OOP) to improve code quality.
- Personally implemented new objects (e.g., yellow apple with power-ups), custom sound effects, and redesigned UI; enhanced object size and collision detection; refactored code into smaller classes and methods, utilizing the Singleton design pattern.

Data Visualization Projects:

Individual Project

June 2024 – July 2024

- I developed a series of interactive and clear visualizations using a variety of tools and technologies, including Tableau, JavaScript, Vega-Lite, ObservableHQ, and SQL to filter large datasets.
- Each project focused on answering specific questions visually, allowing for an intuitive understanding of complex data sets.

Financial Management App Development

Personal Project

June 2023 – August 2023

- **Purpose:** Developed a mobile application designed to help users manage their personal finances by tracking expenses, setting budget goals, and generating financial reports.
 - Developed core functionalities such as expense tracking, budget setting, and financial reporting using Java, SQL, and Android Studio. Created interactive charts with VEGA-Lite to display spending trends visually.
 - Solved data synchronization issues with a robust local database solution, ensuring data consistency. Enhanced user experience with a simple and intuitive UI using XML and Java. Successfully created a fully functional app, receiving positive feedback from beta testers for its usability and feature set.

Virtual Digital Literacy Program Development

Team Member

May 2023 – July 2023

- Played a pivotal role in the development of the Virtual Digital Literacy Program (VDLBC) at California Innovative Career Academy (CICA), demonstrating proficiency in instructional design, multimedia production, and fostering digital literacy within an educational context, aiming to enhance students' digital literacy skills and prepare them for online English classes.

JAVA SQL Table Operations

Individual Project

November 2023 – December 2023

- Developed a Java program for SQL table operations as part of my CSC 134 individual project, implementing functionalities such as creation, modification, deletion, and viewing of records within a customized parent-child table structure.
- Submitted a .java file containing the code and a Word document featuring an Entity-Relationship (ER) diagram, accompanied by screenshots illustrating the program's functionality across various operations.

ThingDo Mobile App Development

Team Member

January 2023 – May 2023

- Contributed to a team project in a software engineering class, resulting in the development of a mobile app named "ThingDo" and acquiring valuable experience in teamwork, software development, and the utilization of industry-standard tools.
- Utilized FlutterFlow for the frontend and Firebase for the backend, ensuring a seamless user experience while designing and implementing a user-friendly platform enabling task creation and management linked to individual items via QR code scanning.

Vendia Share Testing Enhancement

Team Member

June 2023 – July 2023

- Contributed to a project sponsored by Vendia, focusing on black box correctness testing for Vendia Share's UI and APIs, enhancing testing skills and contributing to the development of Vendia's secure data sharing platform.
- Implemented automated tests for specific components, ensuring the reliability and accuracy of Vendia Share's user interface and application programming interfaces (APIs).