Mohammad Nadeem

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Education

B.S. Computer Engineering *May 2020*
Rutgers University *GPA: 3.87*

- Pursuing a double major in Computer Science and Computer Engineering with a minor in Mathematics. Awarded the John and Cornelia Coleman Endowed Scholarship for excellent academic performance
- Areas of Focus: Data Structures, Algorithms, Operating Systems, Software Methodology, Computer Architecture, Electronics, Networking, and Digital Logic Design.

Projects

RU BUSEE (Python, Dart, SQLite, JavaScript) *Jan. 2019*

- Created an API wrapper for the TransLoc API using Python.
- Created a server using Flask that used both the wrapper and data from users to more accurately predict bus timings.
- Used a custom algorithm that allowed for more advanced features such as detecting bus delays using previous data. Using SQLite to store all data.
- Created documentation to allow others to use the API for their own uses.
- Created a Flutter application using Dart to allow for a single codebase for iOS and Android applications. Used Java and Swift for optimizations for the respective platforms.

Banking Server (C) *Dec. 2018*

- Created a multithreaded banking server and client for Systems Programming that allowed a client to send commands to the server to create accounts, transfer and deposit money and delete accounts.
- Used the C socket library, signal handlers, threads, semaphores, and mutexes.

Employment

Undergraduate Researcher *Jan. 2019 - Current*
Rutgers University

- Get data from gyroscope and compass and use iterative feedback control systems to enable an underwater rover to be (semi-) autonomous.
- Implementing the algorithms in Python.

Help Desk Consultant *Sep. 2016 – Dec. 2018*
Rutgers University

- Contribute to ensuring proper care and security of computer labs.
- Identify, analyze and resolve students' and faculty's technical problems.
- Run scripts to add and update user accounts.

Instructor *Jun. 2018 – Aug. 2018*
iD Tech Camps

- Taught over 40 students four different courses over the course of six weeks in order to cultivate student interest in programming and computer science.
- Taught Python, C++, Java, PyGame, Processing, Raspberry Pi and Scratch.
- Created daily lesson plans for each course using blended learning techniques.

Technical Skills

- Programming Languages: Python, Java, C, MATLAB, JavaScript
- Tools and Technologies: Git, Eclipse, PyCharm, HTML, CSS
- Other Skills: Logic Design, Circuit Analysis (using SPICE), Signals Analysis, LaTeX