Muhammad Ahmed

Muhammadb2345@gmail.com | (929)-434-3837 | Linkedin/muhammadahmed | Portfolio | Github

EDUCATION

City College Of New York

New York, NY

B.S in Computer Science

Graduation Date, May 2026

Relevant Coursework: Data Structures, Algorithms, Operating Systems, Computer Systems, Software Engineering, Linear Algebra, Probability & Statistics (R), Software Design, Computer Organization, Discrete Math

SKILLS

Programming Languages: Java, Python, JavaScript, C++, R, HTML, CSS

Frameworks and Tools: Node.js, React.js, React Native, Next.js, IntelliJ, VScode, Rstudio, Expo, Git, GitHub, Azure DevOps,

Firebase, Supabase, Auth0, mongoDB

EXPERIENCE

Personaland | App Developer Intern

New York, NY / June 2024 - Aug 2024

- **Front-End Development**: Designed and built responsive, visually engaging front-end pages for the Personaland app using React Native and Expo, delivering a seamless user experience across iOS and Android platforms.
- **Back-End Integration**: Implemented a robust backend with Supabase for real-time updates, efficient data management, and secure authentication, enhancing app functionality and user data security.
- **Feature Development & Launch**: Developed interactive features for tracking user likes and artwork, fostering personalized engagement and community building, contributing to the successful start of Personalds App.

Department Of Design & Construction | QA intern

New York, NY / July 2024 – August 2024

- **Testing & Debugging**: Designed comprehensive test plans, wrote test cases, and conducted unit tests using Azure DevOps to ensure system accuracy and reliability for the Civil Service Application Tracker (CSAT).
- **Cross-Functional Communication**: Collaborated with departments to align testing feedback and requirements, facilitating seamless integration and project success.
- **Developer Collaboration**: Partnered with developers to validate functionality and quickly address defects, maintaining high-quality standards for managing employee salaries and bonuses.

PROJECTS & EXTRA CURRICULAR

Pfizer Hackathon | Full Stack Software Engineer & Team Lead

- **Hackathon Winner & Innovation**: Secured 1st place at Pfizer Digital Hackathon by developing a maternal health monitor with four sensors to track fetal and maternal health data.
- Full-Stack Development & Machine Learning: Built a web application using React, Material-UI, and Firebase, integrating REST APIs with a machine learning model for real-time data analysis and predictive health insights...

Rutgers Hackathon | Mental Health Track Honorable Mentions & Front-End Software Engineer

- Innovative Fitness Tool Development: Created TheraCam using OpenPose, Next.js, and Firebase to deliver real-time form correction, ensuring exercise safety and accessibility for elderly users.
- **User Engagement Features**: Enhanced user experience with visual guides and gamified progress tracking, fostering healthier habits through interactive and motivating design.

Fitness AI | Full Stack Software Engineer & Team Lead

- Created an **Al-driven chatbot using JavaScript and Python** to assess user weight loss goals, evaluate attainability, and deliver personalized feedback, enhancing user engagement and support.
- Built a calorie tracking system with food database integration, allowing users to log meals with dynamic serving sizes
 and receive personalized activity and food recommendations through algorithm-driven guidance

Auction Architect | Back-End Software Engineer & Team Lead

- **Full-Stack Web Application Development**: Built an online car auction platform using Next.js with MongoDB for secure data management, user authentication, and responsive interfaces.
- **Custom Payment System**: Designed and implemented a secure, custom-built checkout system to manage transactions and track payment histories, ensuring seamless user experiences.

Pokemon Game | Back-End Software Engineer & Team Lead

• **Game Development**: Designed and developed a dynamic Pokémon game in Java, utilizing object-oriented programming principles such as inheritance and polymorphism to create engaging gameplay mechanics.