Rizwan Khan

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A recent Software engineering graduate with specific set of skills such as problem solving, logic building and analysis, extensive project development and expertise in programming, looking to land a full-time position where I can learn, contribute and grow.

SKILLS

Programming Languages

Android Programming, C, C++, HTML/CSS, Java, JavaScript, Python, SQL

Operating Systems

Windows, Linux, Unix, Android, iOS

Tools/Frameworks

AWS, Android Studio, Apache Tomcat, BitBucket, CRM, EC2 instances & RDS, Eclipse, Git, Gradle, JIRA, Matplotlib, MySQL, NumPy, Putty, PyCharm, Scenebuilder, Scikit-learn, Selenium, Vim, Visual Studio 2017 & MS SQL server

EDUCATION

New Brunswick, NJ **Rutgers University** January 2019

Bachelor of Science - Computer Science

Concentration: Software Engineering, GPA: 3.6

EXPERIENCE

TRC Companies Inc., Woodbridge, NJ

Summer IT Intern May 2018 - August 2018

- + Tasked with building a scalable solution for automating and monitoring data entries into the system
- + Aided the development of the platform using Selenium API and Python 3.0
- + Developed process flows for databases implemented for MS CRM Dynamics
- + Assisted in building business tools and customizing various features for CRM Dynamics
- + Upgraded test and product databases for new fiscal year programs
- + Collaborated on multiple projects using tools and languages like JavaScript, Python, SQL, MS CRM Dynamics, MS SQL server and JIRA

Best Buy, Manalapan, NJ

Customer Service Specialist

October 2014 – January 2017

- + Provided consultation and computer diagnostics to clients on hardware and software issues, managed business operations for customers
- + Responsibilities included but were not limited to: Account merge, order placement on phone, bill payments on account and credit

PROJECTS

Map Search - GitHub

- + Developed a map searching application to find, track and optimize the shortest possible route between two locations
- + Utilized space-optimized A* search algorithm and heuristic values for better performance
- + Used: Java, Swing, Eclipse

Image Processing - GitHub

- + Used Machine Learning modules from Scikit-learn API and Bayes Theorem to develop an object-detecting application
- + Applied the provided data set to determine the correct frequencies
- + Architected the design of the application using Python
- + Used: Python, Scikit, Naïve Bayes, numpy

Bit Torrent Client - GitHub

- + Developed an app that optimizes the process of sending small encrypted data packets securely by utilizing Python and providing modules from socket server framework
- + Implemented TCP and encryption keys to move data securely in small packets from server to server
- + Used: Python, PyNaCL Module, socket, pycharm

Chess - GitHub

- + Designed a functional game built on Android platform by developing Android (Gradle) and Javafx on Android Studio
- + Engineered a well-designed graphic interface, artificial intelligence, and game-saving functionality
- + Used: Javafx, XML, Android Studio

PROFESSIONAL DEVELOPMENT

Undergraduate Student Alliance of Computer Scientists, Member

- + Participated in workshops led by students, alumni, professors, and industry representatives on a variety of technological topics not covered in computer classes
- + 1:1 mentorship matching underclassmen with upperclassmen to provide students with holistic mentoring on academic success, career and personal development, and technical knowledge

Work Authorization: U.S Citizen/ Permanent Residence card holder (No sponsorship required)