

# Rizwan Khan

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## TECHNICAL SKILLS

### Programming Languages

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

### Operating System:

Linux/Unix, Windows

### Tools/Frameworks

AWS, 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

## EMPLOYMENT HISTORY

### 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

## PROJECTS

### Map Search - [GitHub](#)

January 2018 – March 2018

- + 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
- + Coded using Java

### Image Processing - [GitHub](#)

February 2018 – April 2018

- + 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

### Bit Torrent Client - [GitHub](#)

September 2017 – October 2017

- + 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

### Chess - [GitHub](#)

November 2018 – December 2018

- + 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

## ACTIVITIES & PARTICIPATION

### 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

## EDUCATION

### Rutgers University

New Brunswick, NJ

- + Degree: Bachelor of Science – Computer Science
- Concentration: Software Engineering, GPA: 3.6

September 2014 – December 2018