Abdur-Rehman Rizvi

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SUMMARY OF QUALIFICATIONS

- Demonstrated strong programming and backend development skills through projects using Python, Java, SQL, and data structures.
- Excellent teamwork and presentation skills demonstrated as being the primary presenter for a text-based adventure game project, effectively delivering engaging demonstrations and receiving positive feedback from peers and professors.
- Successfully completed Citi ICG's Technology Software Development Job Simulation, showcasing expertise in UML diagrams, Java development, and machine learning research for financial applications.

TECHNICAL SKILLS

- **Computer Languages:** Python, SQL, Java, C, Bash, JavaScript, HTML, CSS
- **Development Tools:** GitHub, Oracle SQL Developer, VSCode, IntellIJ, PyCharm
- **Development Concepts:** Waterfall and Agile Development, UML Diagrams, Relational Databases

EDUCATION

Toronto Metropolitan University **Toronto, Ontario**
Computer Science - BSc (Hons) - Software Engineering Concentration *Expected Graduation, June 2026*

- **Related Coursework:** Database Systems, Software Engineering**,** Data Structures, Calculus I, Linear Algebra, Probability & Statistics, Computer Security, Operating Systems, Human Computer Interaction
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EXPERIENCE

Citi ICG Technology Software Development Job Simulation on Forage **Jan 2025**

- Completed a job simulation involving hypothetical tasks to improve Citi's loan management system and stock market risk reporting
- Created a state diagram of the loan management process using the Unified Modeling Language (UML)
- Researched potential machine learning systems to assess credit risk and provided recommendations for next steps
- Used Java, Gradle and Yahoo Quotes API to build an internal tool visualizing stock market risk in real time

PROJECTS

- **Interactive Text-Based Adventure Game (Python, Git)** **Jan 2024 - Apr 2024**
  - Collaborated with a team of 4 developers to design and implement a text-based adventure game, utilizing the waterfall development methodology and various design patterns
  - Created intuitive and interactive game mechanics allowing players to explore a virtual world and interact through text commands
  - Presented the project to peers and professor, demonstrating gameplay and explaining code logic, which received positive feedback for engagement and clarity
- **Bank Simulator (Java)** **May 2024**
  - Developed a banking application with features for user account creation, secure password management, deposit/withdrawal transactions, and account deletion
  - Utilized cryptographic libraries to encode and decode passwords securely using hashing and salting techniques
  - Designed the system using object-oriented principles and singleton design pattern to enhance modularity and maintainability, leveraging HashMaps for efficient user data management
- **Soccer League App (Java, SQL)** **Sep 2024 - Dec 2024**
  - Collaborated with a team of 4 to create a BCNF-normalized SQL database for tracking soccer league data, ensuring data integrity and minimizing redundancy, and a frontend Java Swing GUI for usability
  - Authored and optimized a range of SQL queries using aggregate functions, joins, views and subqueries to enable users to retrieve and analyze key information effectively
  - Delivered weekly progress updates to teaching assistants, showcasing strong communication and presentation skills to convey project progress and receive constructive feedback