Tameem Asif

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EDUCATION

Columbia University **New York City, NY, USA**
Bachelor of Science in Computer Engineering Expected Graduation: May 2024

- **GPA:** 3.81 / 4.0
- **Major:** Computer Engineering
- **Minor:** Sustainable Engineering
- **Relevant Coursework:** Data Structures in Java, Circuit Analysis, Multivariable Calculus, Intro to Electrical Engineering, Intro to Computing in Python, Signals and Systems
- **Honors:** Recipient of the highly selective Gates Scholarship, targeted to low-income minorities; Eagle Scout (highest rank for a Boy Scout of America)
- **Activities:** Robotics @ Columbia University - Electrical Engineering Team

WORK & LEADERSHIP EXPERIENCE

Columbia University Formula Racing **New York City, NY**
Electrical Engineering - High Voltage Subteam January 2021 - Present

- Manufactured and assembled battery segment casings using a waterjet for the accumulator.
- Designed and built a safety circuit that turns off the EV car's inverter in case the cooling system malfunctions.

First Tech Challenge (FTC) Robotics Competition **Lawrenceville, GA**
Team Co-Leader and FTC Head August 2019 - April 2020

- Led a team of 10 people to design, build, and program a robot to do a series of tasks autonomously and manually that won in 3 regional competitions.
- Programmed the robot using the FTC API and Java SDK to be controlled with a gamepad as well as to accomplish tasks autonomously such as picking up and transporting large blocks onto a movable platform using motor encoders.

Cyber Security Club @ GSMST **Lawrenceville, GA, USA**
Vice President and Linux Team Leader August 2018 – April 2020

- Competed in the Air Force Association CyberPatriot competition with my team of 5 as a Co-Team Leader
- Trained new members on Ubuntu basics and recognizing security vulnerabilities in Linux systems
- Won top 3 in Georgia during the 2018-19 and 2019-20 seasons of the CyberPatriot competition

PROJECTS

Dark Moon Game **November 2019 - February 2020**

- Coordinated a team of 3 people to design and build an 80s style arcade game based on Lunar Lander using the Unity3D Game Development Engine.
- Programmed the sound effects and some visual animations of the game using C# and the Unity SDK.

SKILLS

Programming Languages: Java, Python, C#, HTML, and CSS
Software Tools: Git/GitHub, Linux, Bash, Arduino IDE, Unity3D Engine, Robot Operating System (ROS)
Software Development Methodologies: Agile, Waterfall, and Test Driven Development
Engineering Tools: Circuit design using LTSpice, Autodesk Inventor, Autodesk Fusion 360, AutoCAD
Hardware Tools: Oscilloscope, Solderless Breadboard, Arudino, Raspberry Pi, NVIDIA Jetson Nano