

Warith Rahman

Allen, TX | warithr21@gmail.com | (XXX) XXX-XXXX | linkedin.com/in/warith-rahman | github.com/warithr621

Education

University of Texas at Austin

Aug 2024 - May 2028

Bachelor of Science in Computer Science, Bachelor of Science in Mathematics

GPA: 3.9/4.0

- **Relevant Coursework:** Data Structures (H), Computer Architecture (H); Linear Algebra, Probability I
- **Activities:** Texas Science Bowl (President), UT Programming Club (Problemsetter), Longhorn Math

Experience

Lead Physics Test Writer, Texas Math and Science Coaches' Association – Remote

Aug 2024 - Present

- Work closely under the UIL Physics Director and TMSCA proofreader to author 16 annual high school physics tests aligning to AP and UIL standards
- Design the TMSCA State Meet physics section; taken by 500+ students annually, supporting over \$25K in scholarships

Undergraduate Researcher, UT Austin – Austin, TX

Jan 2025 - May 2025

- Led data analysis in a 5-member team investigating divergent evolution in salamanders (*Eurycea*) under Dr. Joseph Dubie
- Leveraged R to process and visualize 4M+ genetic data points; identified 20 protein-coding genes with high differential expression presented at final research showcase

Software Developer, Longhorn Developers – Austin, TX

Sep 2024 - Dec 2024

- Developed features for “UT Registration Plus” (60,000+ downloads), an extension to simplify class registration, through weekly meetings and cross-grade teamwork
- Refactored schedule table layout and resources page using TypeScript to enhance user experience and clarity

Projects

TSB Question App

[Repository Link](#)

- Engineered and deployed a full-stack app (Express.js, MongoDB, TailwindCSS) on Render for securely managing 900+ Texas Science Bowl questions
- Streamlined workflow by unifying question uploads and automated LaTeX packet generation, reducing time by over 100x

UIL Hub

[Repository Link](#)

- Built a Flask and JS web app to scrape UIL results from Speechwire, reducing query time by 10x from original CLI script
- Integrated real-time sorting and multithreading for CSV export filtered across contests, regions, and classifications

Game Theory

[Repository Link](#)

- Designed and deployed an interactive online card game with TypeScript and Next.js, enabling real-time multiplayer gameplay and scalable hosting via DigitalOcean droplets

Achievements

- Top 300 at DoD Cyber Sentinel CTF 2025 (271st out of 2.2k competitors)
- 3rd Place Energy AI Hackathon 2025 at UT Austin (random forest energy usage prediction model with 11% MAPE)
- Top 20 pre-college US teams at PicoCTF 2024 (crypto & reverse engineering specialist, 20th out of 2268 teams)
- 4x American Invitational Mathematics Exam (AIME) Qualifier (2021, 2022, 2023, 2024)

Skills

Languages / Tools: Java, C++, Python, JavaScript, SQL, Git, Linux, Excel, \LaTeX

Frameworks / Libraries: Numpy, Pandas, Scikit-learn, Express.js, Tailwind CSS, MongoDB

Interests: Cryptography, Data Analytics, Game Theory, Machine Learning