Warith Rahman

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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

Incoming Cyber Analyst, Robert Strauss Center – Austin, TX — Aug 2025 - Present

- Admitted to a 50-student cohort for a year-round cybersecurity practicum focused on real-world risk assessment
- Training in CompTIA-aligned frameworks for certification and risk analysis consultations with local businesses

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 expereience 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 Python Flask and JS web app to scrape and display UIL results from Speechwire, replacing a legacy 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
- Top 20 pre-college US teams at PicoCTF 2024
- 3rd Place Energy AI Hackathon 2025 at UT Austin
- 4x American Invitational Mathematics Exam (AIME) Qualifier

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