

Warith Rahman

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

EDUCATION

University of Texas at Austin

Austin, TX

Bachelor of Science in Computer Science and Mathematics | GPA: 3.9

May 2027

Relevant Coursework: Computer Architecture (Honors), Data Structures (Honors), Probability I, Linear Algebra

Leadership Experience: Texas Science Bowl (President), UT Programming Contests (Problemsetter)

EXPERIENCE

Undergraduate Researcher

Jan 2025 – May 2025

University of Texas at Austin

Austin, TX

- Led data analysis for a study on divergent evolution in *Eurycea* salamanders under Dr. Joseph Dubie, designing an R pipeline to process and visualize 4M+ genetic data points
- Performed differential expression analysis that identified 20 protein-coding candidate genes, presenting results in a 5-member team at the final research showcase

Software Developer

Sep 2024 – Dec 2024

Longhorn Developers

Austin, TX

- Developed features for “UT Registration Plus” (60,000+ downloads) through weekly sprint meetings and collaborative QA, improving extension functionality to ease university registration process
- Refactored schedule table and resources in TypeScript to improve layout clarity, managing progress with a Jira-style Kanban using GitHub Issues and Projects

PROJECTS

TSB Question App | *Express.js, MongoDB, TailwindCSS, Render*

- Engineered and deployed a Mongo database full-stack app for securely managing 900+ tournament questions
- Streamlined workflow by unifying question uploads and automated LaTeX packet generation, using a CSV upload parser to enable cross-team collaboration and reduce compilation time by 100x

UIL Hub | *Python Flask, Node.js, HTML, CSS*

- Built a Flask 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 | *TypeScript, Next.js, DigitalOcean*

- 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

Jun 2025

- Ranked 282 out of 2,156 competitors at the DoD Cyber Sentinel CTF 2025

3rd Place Energy AI Hackathon 2025

Jan 2025

- Designed a random forest energy usage prediction model with 11% MAPE

Top 20 pre-college US teams at PicoCTF 2024

Mar 2024

- Ranked 20th out of 2,268 teams at PicoCTF 2024, operating as a crypto & reverse engineering specialist

4x American Invitational Mathematics Exam (AIME) Qualifier

Mar 2021 – Mar 2024

- Qualified for AIME in 2021, 2022, 2023, and 2024; consistently placing in the top 10% nationally

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, TypeScript, HTML/CSS, R, \LaTeX

Frameworks and Tools: Flask, TailwindCSS, Node.js, Express.js, MongoDB, Git, Visual Studio, IntelliJ, Docker, Microsoft Excel

Libraries: Pandas, NumPy, Matplotlib, Scikit-learn