

Warith Rahman

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Summary

Motivated UT Austin undergraduate double majoring in Computer Science and Mathematics, with experience in software development, cybersecurity, and genomics research. Strong problem-solver with skills in Python, C++, Java, and data analysis tools like R and Pandas. Effective communicator and team player, recognized for initiative, adaptability, and eagerness to learn. Interests span into cryptography algorithms and regression analysis.

Education

University of Texas at Austin, B.S. in Computer Science and Mathematics | *GPA: 3.9/4.0* Aug 2024 - Dec 2027

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

Experience

Incoming Cybersecurity Student, Strauss Center – Austin, TX Aug 2025 - Present

- Selected for a two-semester practicum course, gaining real-world experience in vulnerability assessment

Lead Physics Test Writer, Texas Math and Science Coaches' Association – Remote Aug 2024 - Present

- Author physics sections for 16 annual TMSCA science tests, including the State Meet taken by hundreds of students in contention for over \$25,000 in scholarships
- Coordinate with UIL Physics Director to ensure alignment with UIL and AP Physics standards

Undergraduate Researcher, UT Austin – Austin, TX Jan 2025 - May 2025

- Analyzed novel genomic data of sister salamander species under Dr. Joseph Dubie to identify trends in divergent evolution
- Utilized R to process datasets with millions of rows, discovering key protein-coding genes with high differential expression

Software Developer, Longhorn Developers – Austin, TX Sep 2024 - Dec 2024

- Contributed to a Google Chrome extension with 60,000+ downloads, utilizing TypeScript automation to streamline UT Austin course registration

Projects

UIL Hub *Repository Link*

- Developed a full-stack web application with Python Flask, JavaScript, and Tailwind CSS to scrape and display UIL academic competition results from Speechwire, replacing a CLI-based script
- Implemented concurrent threading and dynamic front-end filters (by subject, team/individual, and region) to allow real-time browsing, sorting, and CSV export of hundreds of student data

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

- 3rd Place Energy AI Hackathon 2025 (hosted by UT Petroleum and Geosystems Engineering Dept.)
- Top 20 pre-college US teams at PicoCTF 2024
- 4x American Invitational Mathematics Exam (AIME) Qualifier
- 17x University Interscholastic League (UIL) State (5x Gold, 2024 6A Math and CS State Individual Winner)

Skills

Languages: Java, C++, Python, R

Tools / Frameworks: Numpy, Scikit-learn, Pandas, NLTK, dplyr, ggplot2, \LaTeX